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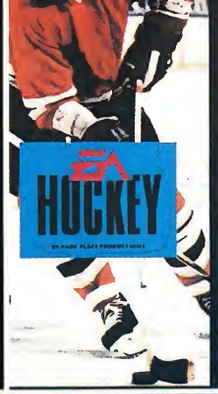

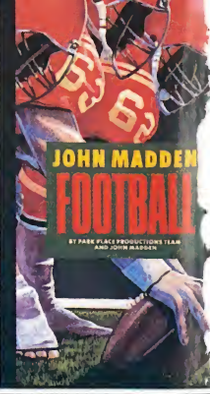

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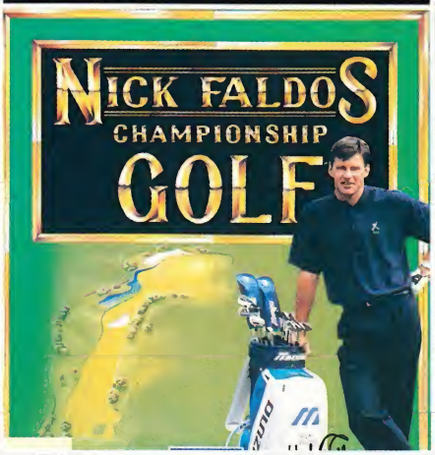

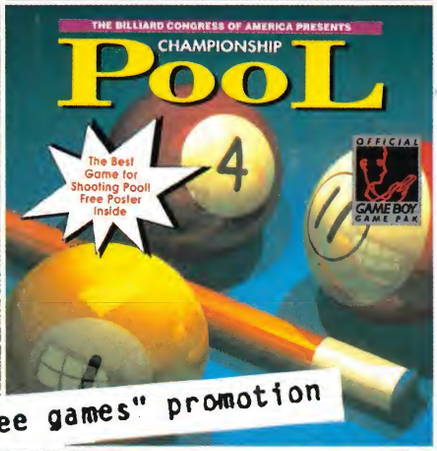

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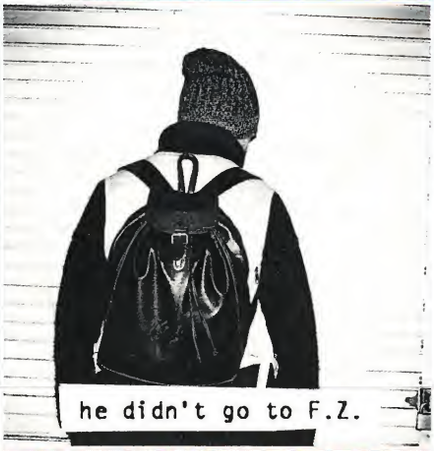
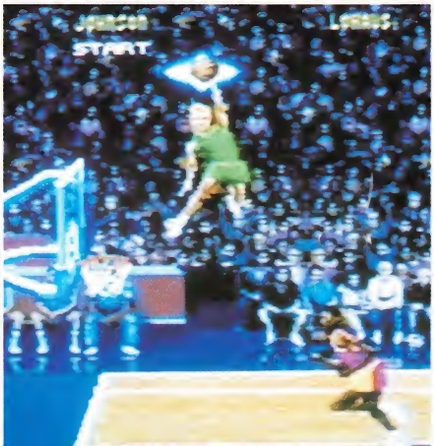
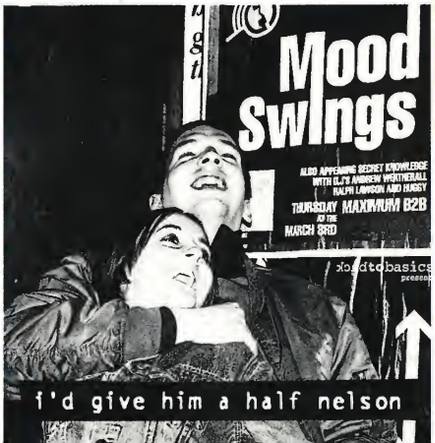
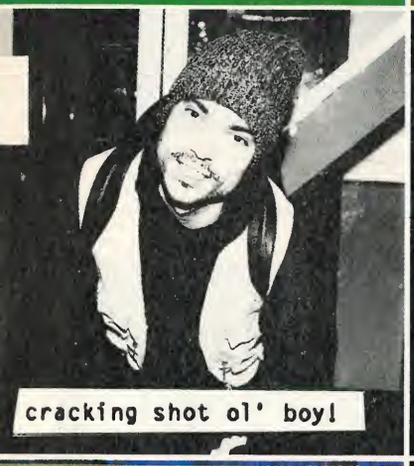
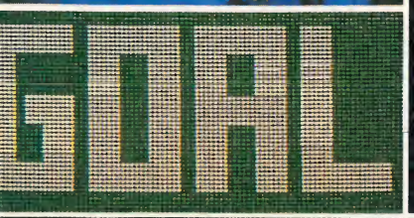


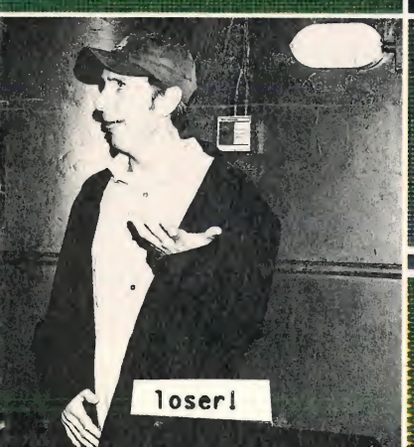


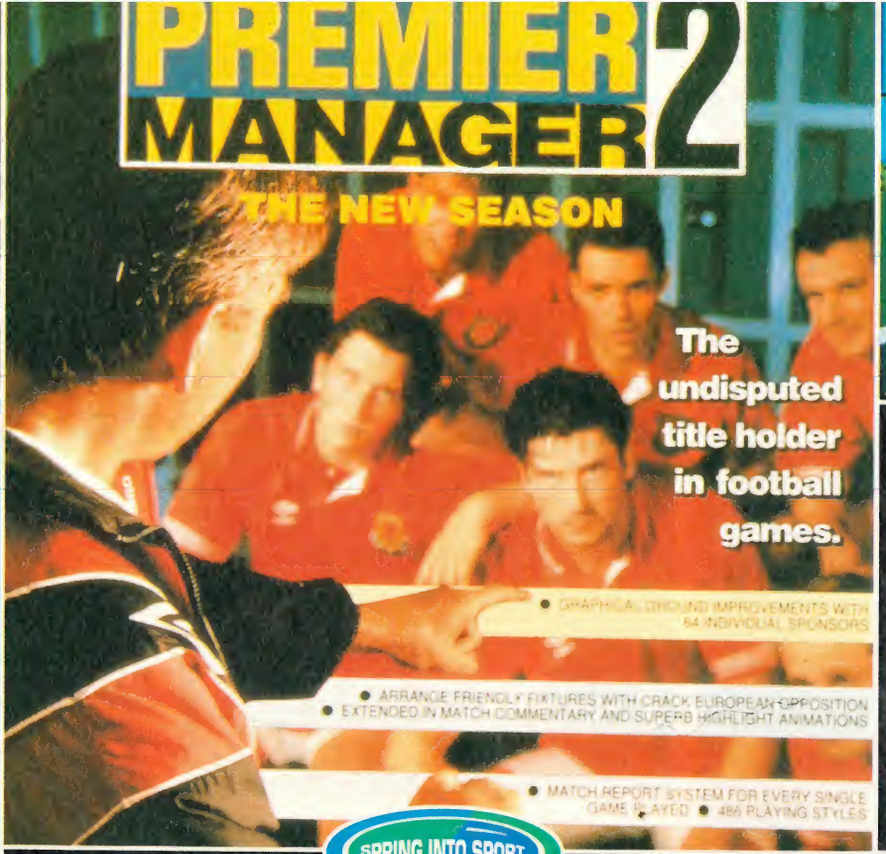


i'd give him a half nelson









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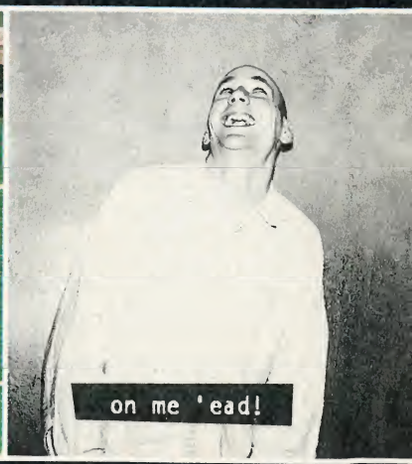

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Phrase of the month: "As I rage!"

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Believe it or not, somebody is trying to sell their car in swap shop this month. Whatever next?

WIN!

Absolutely loads and loads of stuff.

Budding Jeremy Beadles may wish to turn to p.31 immediately, where they will find details of our Psygnosis camcorder comp. There's also a Cannon Fodder video comp. on p.83, and a chance to win a whole host of board games and US Gold computer conversions on p.79

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DISK ONE

SIERRA SOCCER WORLD CHALLENGE: *Avenge that miserable defeat in Rotterdam by taking control of Venable's new breed of internationals in a match against those orange men of Holland. Play with enough skill and cunning, and the sight of Taylor's dummies trooping off the field in shameful defeat will be nothing but a painful and distant memory.*

DISK TWO

BRIAN THE LION: *Ultra playable demo of the platform adventures of the king of the jungle and his animal type friends and enemies.*

15 FEATURES

JAMES POND III: *As the latest instalment of the secret agent fish saga is about to be released, we take a look back at the career of the finned one.*

AUDIOGENIC: *Paul takes a look at the grand old men of computer games.*

STARLORD: *Part two in our series on Microprose's answer to Elite.*

72 PLAYER'S GUIDES

LIBERATION: *Handy hints and tips for Tony Crowther's masterpiece.*

STARDUST: *Asteroid clone from Daze gets the GTGA treatment.*

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SIERRA SOCCER WORLD CHALLENGE

The ball flies towards the open goal past the goalkeeper's despairing dive.

Insert disk 1 in DF0 then reset your Amiga. Sierra Soccer should then load automatically. The demo consists of a match between England and Holland played over two action-packed halves of one minute each.

Choose either one player, two player or demo mode via the options screen, then pressing the fire button on your joystick should see you into the game. A handy player's guide follows, so if you want to be able to pass the ball like Ruud Gullit or play the offside trap like Tony Adams, you'd better read on.

Player Control – During the game you control the player nearest to the ball, with the others in your team attacking and defending according to their abilities. The player you control is highlighted by an arrow above his head, and he can gain control over a loose ball simply by moving close to it.

Dribbling – Smooth joystick control is essential. If you stop whilst dribbling, the ball runs away from you. Also if you move the joystick too harshly i.e. from up - down and left, you will lose control of the ball.

Passing – Press the fire button on your joystick and the ball travels to the nearest player in your team in the direction you are facing.

After touch – When passing or shooting at goal, you are able to exert control over the ball after it has been kicked. In much the same way as Sensi Soccer, you can bend and loft the ball by careful movement of the joystick.

Corners can be taken according to your personal preferences.

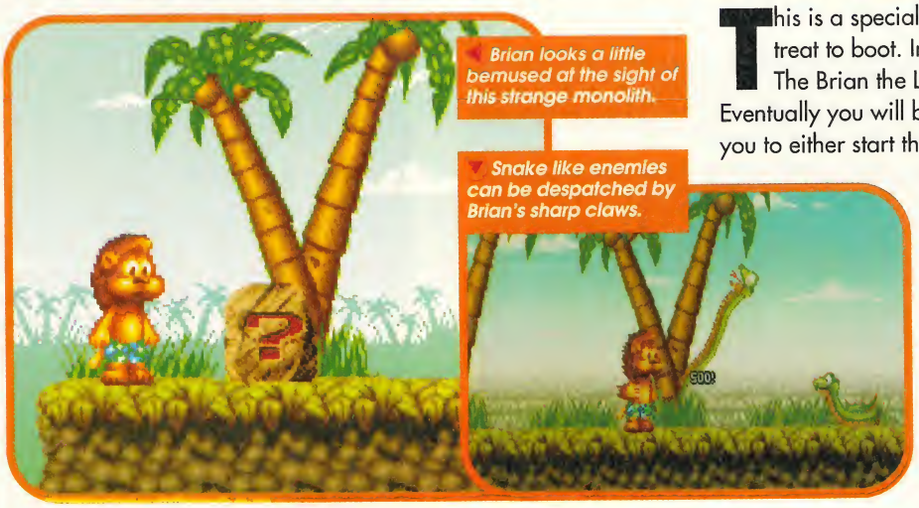
Misbehave and an early bath is the inevitable outcome.

Tackling – To tackle, just press the fire button and your defender will begin sliding in the direction he was running. If timed and directed properly, the ball will roll away from the opposing player, but if you are less precise, you'll foul him. You have more chance of fouling a player if you tackle him from behind.

Heading – Press the fire button while the ball is in the air near the player you're controlling. Your player will begin diving towards the ball, you do not need to direct him. To deflect the ball in any direction, move the joystick to the required angle before the

SIERRA SOCCER
PUBLISHER: Sierra PRICE: £TBA TEL: 0734 303322

BRIAN THE LION



Brian looks a little bemused at the sight of this strange monolith.

Snake like enemies can be despatched by Brian's sharp claws.

This is a specially enhanced A1200 demo only and a real treat to boot. Insert disk two in DF0 and reset your Amiga. The Brian the Lion demo should now load automatically. Eventually you will be presented with an options screen inviting you to either start the game or change the difficulty level.

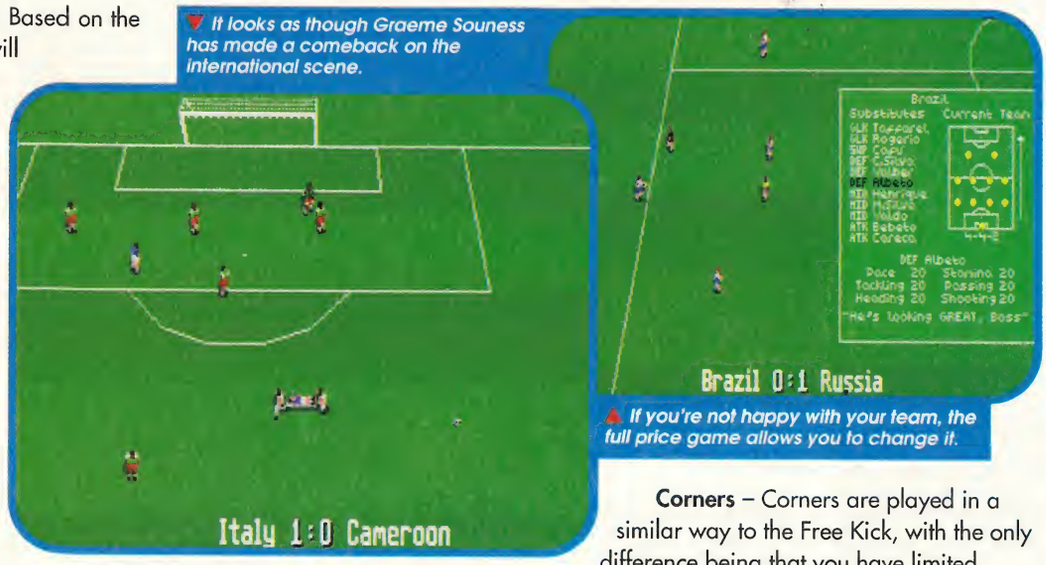
The demo consists of the first level of the game, taken from the Steamy Jungle world of Brian. As you might expect, there are quite a few animal type adversaries to avoid.

Moving the joystick left and right moves Brian well, left or right, while moving the joystick up will make him leap in the air, and moving the joystick down will make the king of the jungle duck in cowardly fashion.

Killing enemies can be achieved in one of two ways, either by jumping on their heads or

player makes contact with the ball. Based on the player's heading ability, the ball will be re-directed in the direction you have chosen. If the ball is low, you'll chest it down and take control of it.

Throw-ins – You control the player the ball is to be thrown to. To change players, tap the fire button. Holding down the fire button throws the ball to the player under your control. If the player you are controlling is standing still, the ball will be thrown to him, but if he is running then the throw is directed beyond the player, allowing him to run onto the ball.



▼ It looks as though Graeme Souness has made a comeback on the international scene.

▲ If you're not happy with your team, the full price game allows you to change it.

Goal Kicks – After touch can be applied to a goal kick once the ball has been kicked.

Free Kicks – When you are awarded a free kick, the player with the best shooting ability will step forward. Once he is close to the ball, a line will project itself which you can direct and adjust as follows below:

Joystick Movement.	Adjustment.
Up	= Increase power of shot.
Down	= Decrease power of shot.
Left/right	= Adjust angle of shot.
Fire+Up	= Increase height of shot.
Fire+Down	= Decrease height of shot.
Fire+left/right	= Change style of shot (from lob to strike).

Once you are happy with the direction and setup of the projected line, just press the fire button and the kick is taken by your player.

Defending Free Kicks – When the opposing team is awarded a free kick, a wall is created between the ball and your goal. Up to four players will be in the wall depending on how close the free kick is to your goal. If the free kick is too far from your goal then no wall will be created. The wall won't always be where you'd like it, so you may move it by moving the joystick left or right.

Corners – Corners are played in a similar way to the Free Kick, with the only difference being that you have limited control of the angle you may kick the ball.

Penalties – To take a penalty, wait until the white mark begins to sweep across the penalty area. To kick the ball, just press the fire button, the ball will shoot towards the goal in the direction of the marks's last position.

Saving Penalties – Move the joystick in the direction you want to dive. You may do this anytime before the shot is attempted as long as you are still holding the joystick in the direction you require when the ball is kicked. If you center the joystick the goalie will stand his ground, but you can still move the joystick in any direction after the ball has been kicked. You do not need to use the fire button.

Finally, here are a few special features which can be accessed via the keyboard:

F1- F5	– Action Replay.
F1	– Action Replay REWIND.
F2	– Action Replay PAUSE.
F3	– Action Replay PLAY.
F4	– Action Replay FAST FORWARD.
F5	– Action Replay EXIT.
S	– Stats.
SPACE BAR	– Pause Game.

slashing at them with Brian's mighty claws. Jumping can be achieved by moving the joystick up, and pressing the fire button makes Brian extend his mighty lion-like claws. Beware though, some enemies need to be jumped upon more than once before they die, and not all badsters can be reached by Brian's claws, however mighty said claws are.

Extended jumps from the springs which litter the jungle can be obtained by moving the joystick up and down as Brian rises from, and falls straight back down to earth.

There's just one more little thing to take a cautionary note of – the icons on the left hand side represent the number of lives left, the number of hit points left in the current life, and the number of crystals collected. The more crystals you gather, the better your score will be when you eventually manage to get the bird creature to operate his ACME Lion chucking machine at the end of the demo.

▼ Has Brian met his match in the shape of this fearsome Tiger.

DUFF DISKS

If for any reason your disk doesn't work, please check once more to make absolutely sure. If you're still ot getting any joy, or the disk is damaged, then it's time to take action. PLEASE DO NOT SEND YOUR DISKS TO US. WE CAN'T DEAL WITH THEM HERE. Send them to Amiga Action Disks, TIB, TIB House, 11 Edward Street, Bradford, BD4 7BH. Thank you so much.

COVERDISKS

BRIAN THE LION
PUBLISHER: Psygnosis PRICE: £29.99 TEL: 051 709 5755

NEWS

THE FIRST WORD

We've got another playmate here at Amiga Action. He's the one, the only... Ian Lynch, and he's here to replace Karen Levy, who's made the short trip to Ocean Software. Ian lists his hobbies as wildlife causes, soft fruit consumption and collecting porcelain bonsai trees. We however, find that he is equally at home knitting antimacassars (do what? – Ian) and generally giving hassle. Enough of our troubles though – sit back, make a brew, and generally rage over the goodness within.

PAUL

VIDEO GAME CHARACTERS GROW IN STATURE...

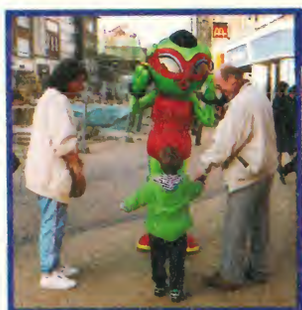
SPOT AND ZOOZ OUT ON THE RAZZLE

It's strange, have you noticed an increasing number of weirdos on the street these days? You know, the kind of people who come up to you at bus stops and start asking you about corned beef? Well imagine walking down to the shops and bumping into one of these characters. Could you have a conversation with a red spot without people looking at you? What about the children? What are they supposed to think when confronted by a six-foot Zool? (er... Zooz actually — Paul).

More and more software companies are employing actors to dress up in the guise of their bestselling characters and apparently the money for such a job can be quite impressive, so a top source informed Amiga Action. We're not sure which town these photos were taken in but the games makers sent their heroes to the street recently to meet the public and increase the awareness of the general population.

Not anyone can dress up as Cool Spot and wander around aimlessly. Each actor has to be prepared to fill the role as well as the suit. We've been threatened by Zool before now for approaching his girlfriend at a recent computer show. Why is it that when lads have a couple of pints they get all aggressive?

Anyway, if you've got any photographs of you with any characters then get 'em sent in. Actually, thinking about it, if you have had any taken with anybody famous get them in the post too! We want to see who our readers go out with in their spare time. Keep looking behind you!



Zooz finds a kindred spirit in the shape of that coat.

"Stay off the crisps young lady, or you'll end up looking like me."

Spectacular, sleek and sexy, it's the CD32!

Spectacular voyage

If you've been thinking about purchasing a CD32 of late then there's no better time to do so than now. Commodore have just announced a spiffing (and there's a top word from the Beano for you) new deal to lure people into the wonderful market of 32bit computing.

The bundle will include the console (obviously!) as well as Psygnosis' excellent Microcosm, which has only just been released to eagerly awaiting shoppers. Another tempting cherry is the inclusion of The Chaos Engine, a true Amiga classic shoot 'em-up. On top of all this the pack also has all four games from the Dangerous Streets bundle (Dangerous Streets, Wing Commander, Diggers and Oscar) and will retail at £299.99 while stocks last, so hurry!

Phoning the future

If you've ever had the need to phone Commodore's Helpline then you'll be aware that by answering a host of pre-recorded questions about whatever your problem, be it technical or just something simple, then you can quite often glean the information you need without ever actually talking to a real person.

It might sound be bizarre but the system has certainly taken off in a big way. Opened in December it had already received more than 13,000 calls before the end of January.

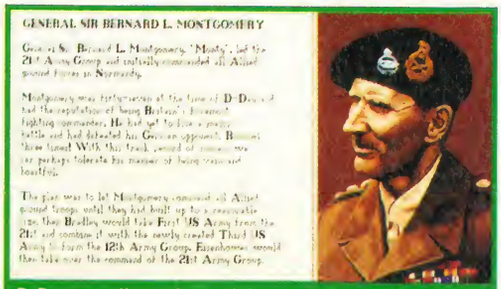
The system is especially clever in that it allows you to divert to a live operator in mid-call if you start to struggle, so help is always at hand. Commodore have apparently been pleased by the low number of complaints received concerning the system.

We gave it a try, and found it to be efficient and helpful as we were guided through a number of problems and possible solutions by a pleasant female voice. If you need any information regarding the A1200 or CD32 then give it a call – it could save you a fortune in repairs! The Commodore Helpline can be reached on 0345 626090.

NEWS

IMPRESSIONS GO STRATEGY CRAZY... MORE MYSTERX SOON... COMPO

Lords of the Realm: could this be the slightly more serious answer to The Settlers?



D-Day: another micro miniature from the strategy supremacists. Coming this summer.

Making a good Impression

Specialist strategy company Impressions are lining up a summer assault on your favourite machine (the Amiga!). We mentioned Detroit, the car making game. a few months ago in the news, and can now bring you information on some of the other products in the pipeline.

First up is Lords of the Realm. Based in 1066 you play the lord of a county as feudal governing takes over the land. Players will have the option of playing either a mainly peaceful game or a more bloodthirsty one, which is extremely combat orientated. There will be plenty of different detail levels that can be zoomed in and out of we]re told, and whereas many strategy games don't go in for particularly impressive graphics, a great deal of care has been paid to those in this game.

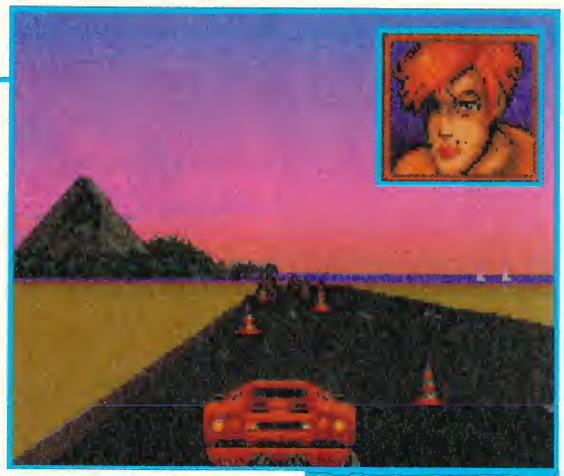
Constructing castles is another integral part of the winning process and again, a wide variety of styles can be incorporated here too.

The other title up and coming is D-Day: The Beginning of the End. Impressions are releasing this to commemorate the 50th anniversary of D-Day and it will be the latest in the Micro Miniature range. Following on from the success of The Blue and the Gray, but will have several key changes made to the way things work. One of these is that the generals will now have their own personalities, which is an idea that they haven't tried before.

D-Day: The Beginning of the End will be available soon so watch out for it.

The great prize

Well, as is our way we have another little compo for you to get your teeth into. We've got five gorgeous goody bags to give away courtesy of Titus and Lamborghini American Challenge. Each bag contains lots of Lamborghini goodies (caps, sweatshirts and the like) and will be well worth winning and showing off to all your mates. To get your claws on a prize then just answer the following question.



Buy Lamborghini! Well, Titus said they wanted it promoting, and who are we to argue.

If you could afford a Lamborghini would you be:
A) Lucky B) A git C) Both of these

Send your answers to the address at the front of the mag and we'll pick out the winner and let them know immediately.

MysterX news!

Thought we'd forgot? No chance! Millennium's MysterX is in a kind of midway stage at the moment, between conceptualisation and programming. Game producer and martial arts fan Chris Elliott will be photographing Neil Axe going through his paces very soon in preparation for digitisation, and we'll be sure to bring you the latest happenings as they develop.

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NEWS

ALL NEW SPRING BUNDLES... CHAMP MAN. COMP... NBA JAM?...

BUNDLE OF JOY

Commodore have been more than busy recently thinking up new ideas, and the fruits of their labour have just been borne with the release of the new Amiga 1200 Computer Combat pack.

This new bundle features a whopping seven software titles: Digita Wordsworth 2.0, Digita Print Manager, Digita Day By Day, Personal Paint 4.0, Brian The Lion, Zool 2, and Total Carnage.

Commodore are convinced that this is their best bundle yet, as their joint managing director, David Pleasance, is keen to explain: "I consider it paramount that every new bundle should be better than the last. But it gets tougher every time. Computer Combat is an extraordinary offering. Whether you're new to the machine or upgrading you couldn't ask for more."

Well, one thing is for certain, the pack certainly represents value for money. The software alone retails in the shops at over £300, and when you take into account that the whole bundle, including the Amiga 1200, can be yours for £349.99, it looks to be a veritable bargain indeed.

If you've got the cash and want an introduction to the A1200, the Computer Combat pack will be in the shops in March.

The Commodore spring bundles – "something for everyone". Oh yes.

We are the champions!

The friendly people at Domark have kindly donated five prizes for us to give away in a Championship Manager competition. Each winner will receive one Championship Manager 93/94 limited edition package, a T-shirt and a baseball cap. Simply answer the following question and if you're lucky enough to be one of the first five correct entries pulled from the hat, a prize will be yours.

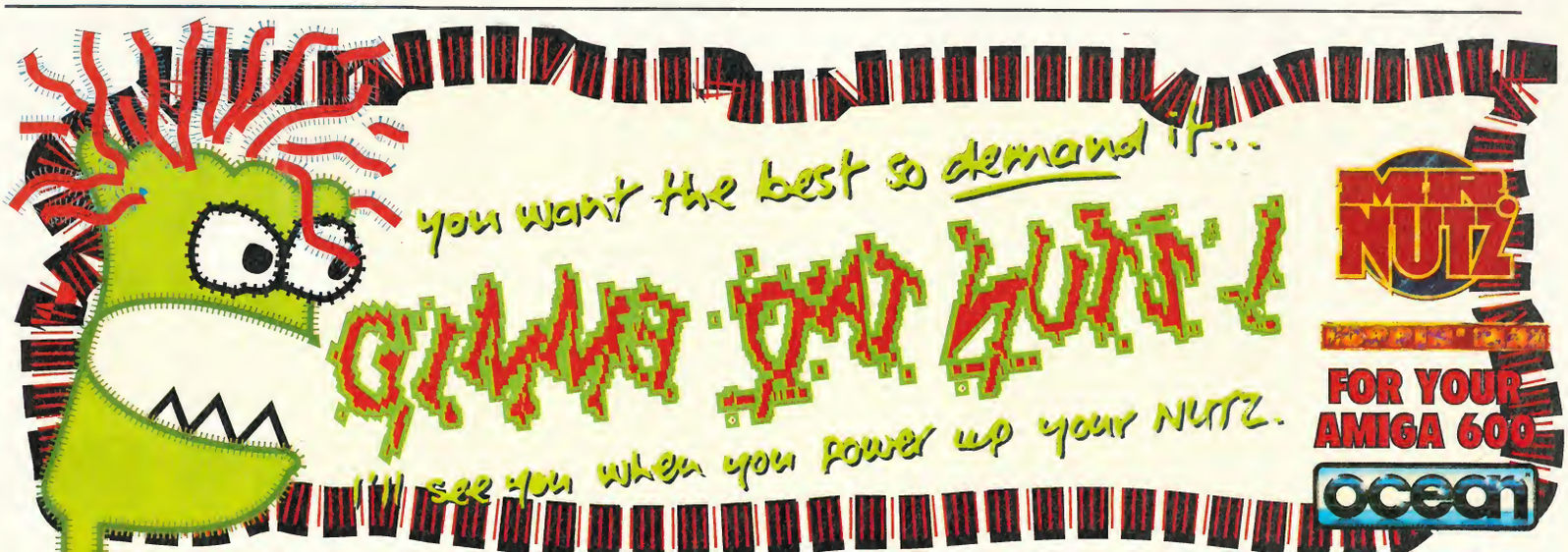
Question: Which team were relegated to the Vauxhall Conference League last season 92/93?

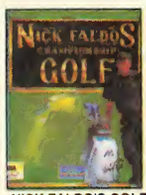
SNIPPETS

■ **Krisalis** have no sooner finished work on Manchester United Premier Champions than they have begun work on a new title called **Traps 'n' Treasures**. The storyline is that a pirate captures your entire crew and plunders your gold. You must make your way through the island's four locations with sub-levels and bonus levels collecting power-ups and so on. More when we know it.

■ **Daze Marketing** are offering Amiga Action readers the opportunity to get their hands on the excellent **Ishar or Transarctica for £4.99!** They're still priced at £25.99 in the shops so it's well worth getting your cheque books out. **Send cheques** to Daze Marketing at 2 Canfield Place, London NW6 3BT. If you want some more information telephone **071 328 2762.**

■ Will **NBA Jam** ever see the light of day on the Amiga? That was the question we put to **Virgin Interactive Entertainment**, handlers of Amiga conversions for Acclaim. Apparently, their **current deal** with Acclaim doesn't cover this title, but we are assured that if anyone will be doing the business, it will be Virgin. Stay tuned...





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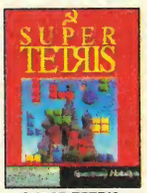

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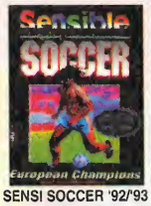

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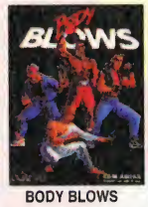

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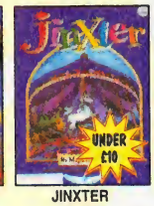

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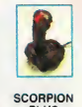

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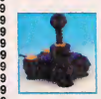

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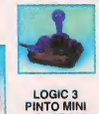

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James Pond

FISH IS

Loved by millions, admired by all and about to appear in your third platformer. Yes, James Pond. This is your life! Per per per per - widdleydoo.

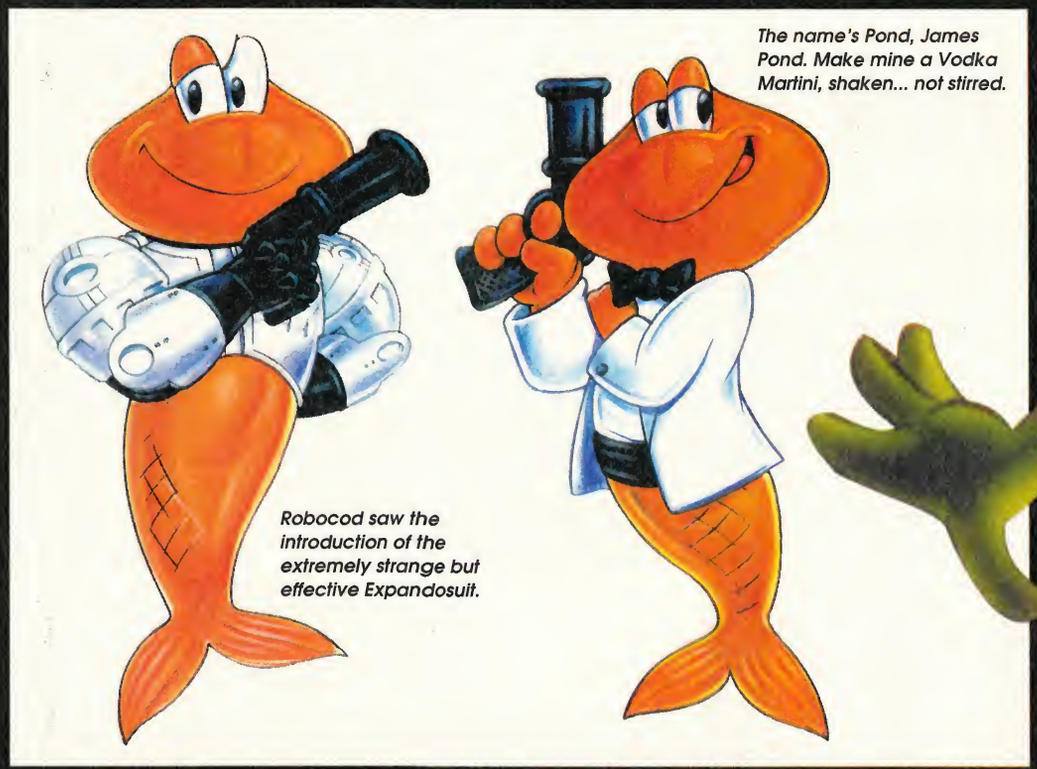
BY: NEIL JACKSON

James Pond 3 sees our fish-like hero taking a trip to the moon in the hope of foiling the dastardly plans of the evil Dr. Maybe.

Video game characters come and go faster then teen pop stars. Apart from a few notable exceptions, such as Sonic and Mario, the market is more or less saturated with an enormous amount of one hit wonders.

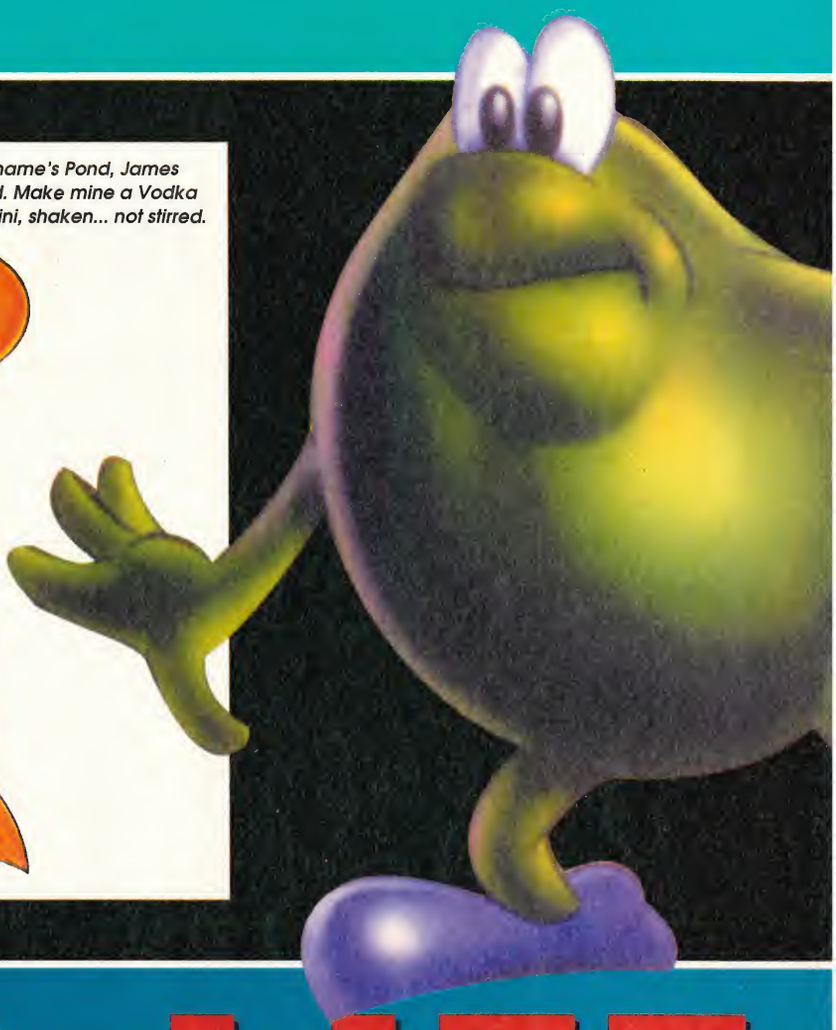
James Pond has been around longer than most, however, and has built up a loyal and sizeable following thanks to the three games in which he has so far featured: James Pond, James Pond 2: Robocod, and Aquatic Games. Currently in the final stages of production is the next instalment in the adventures of the Underwater agent, James Pond 3, and we felt it was high time that we took a retrospective look back at the career of the piscean one.

So, with grey hair neatly parted and big red book under my arm, it's time for me to persuade the



The name's Pond, James Pond. Make mine a Vodka Martini, shaken... not stirred.

Robocod saw the introduction of the extremely strange but effective Expandosuit.



YOUR LIFE

famous fish to step into the limelight. Along with his creator, Chris Sorrell.

It all began way back in March 1990, when the character that we know so well was originally spawned under the dubious and fairly unimaginative pseudonym of "Guppy". Chris Sorrell, the brains behind the project, realised there was a cod-like gap in the market and was determined to fill it.

"I was in a fortunate position where I had free rein to design my own game and its associated characters, and I decided that of all the types of creature that had previously starred in computer games, for some reason, fish had been overlooked! I set to work and designed a goldfish character sporting a green waistcoat and yellow bow-tie, and determined not to go down the "rescue your girlfriend" path of gameplay, I decided that my new-born fishy friend should save various piscean pals from assorted perilous plights."

About halfway through the development of the original game it was decided that a superior name was required for the fish character. After several weeks soul searching and banging of heads against office walls, inspiration finally struck.

"James Pond – Underwater Agent" became the new working title and Chris himself could not have been more pleased:

"Of course, this new title was more than just a name for our hero – it gave him a personality, a background, and a purpose, not to mention offering a considerable amount of spoof potential to the game itself!"

James Pond 1 eventually hit the shops in October of 1990 and to a few people's surprise did remarkably well. Chris freely admits:

"While far from being the best game in the world, I believe James 1 offered a high degree of individuality, and a character who through a combination of his unconventiality, his parodic identity, and his simple charm seemed to appeal to a lot of people."

After the initial success of the Amiga and ST versions Millennium decided they should attempt a Megadrive conversion. This dutifully appeared in the shops six months later. Although it was clearly lacking in a few departments, having been written in a very short time, James Pond 1 can claim the accolade of being the first Megadrive game ever to be written in the UK.

Not surprisingly, Chris was desperate for a bit of a change at this point, having devoted practically a year to James Pond. An immediate sequel was not high on his list of priorities. One day, however, Chris found himself thinking about how the "spoof" element had helped to shape Pond as both a game and a reasonable success.

"It occured to me that it would be possible to do a double spoof using James Pond, but giving him a codename for a new mission in which he could exhibit new spoofed characteristics. The name "Robocod" practically suggested itself and a sequel was born."

Chris realised that if this follow up was going to be as successful as the first game, it would need to exhibit enough differences to make it stand out as a product in its own right. Taking these problems on board, Chris set about producing what he hoped would prove to be an adequate sequel.

"I decided that the underwater environment of Pond 1, while being a perfect environment for a game starring a fish, offered little opportunity for

> **"... of all the types of creature that had previously starred in computer games, for some reason, fish had been overlooked."**
>
> *Chris Sorrell – Programmer*

James Pond
FISH IS YOUR LIFE

creating a completely new-feeling sequel. So, as part of his robotic adaptation, Pond developed the ability to breathe air and 'walk'. I suppose this was a slight regression in terms of originality, since it meant that Robocod became an out and out straight platform game, but it came at a time when this was a far less tired and flooded genre."

As we all know only too well, Robocod went on to become even more successful than its predecessor, and some individuals even went so far as to hail it as a benchmark for the rapidly blooming platform game market. As you can imagine, Chris was completely overwhelmed:

"The success of Robocod came as a big surprise to me. As with Pond 1, during its development I thought very little about the game's commerciality and I'm sure that because of this, both games had a quirky freshness about them that formed a big part of their appeal."

But everyone knows that sequels to successful games are basically an excuse for the software companies to extract money from the pockets of innocent and naive youngsters aren't they? Not according to Chris:

"I have never looked upon Pond games as just moneyspinners - I would say that each game has almost been a labour of love except that it's an awful cliché and seems to imply that I am a sad, computer obsessed workaholic which I am not".

Fair enough Chris mate, we er... never had any worries about you in that department.

So, after a brief workout via the Aquatic Games, James Pond is about to make his reappearance on

The original Pond was very different from the character we know today.

The smile is still the same, but Pond has grown, he's much more sophisticated.

The last time we saw James Pond he was getting himself in trim in The Aquatic Games.

the Amiga. Once again he's been requested by his employers – the secret organisation F.I.5.H. – to fight against the evil forces of Dr. Maybe.

The power-hungry scientist is fiercely determined to take revenge on F.I.5.H. after they scuppered his previous plans for world domination. His time away from the spotlight has been put to good use hatching his most fiendish plan to date.

Several months ago, a large number of unemployed rats were lured to the moon via the Doctor's rocket ships with the promise of well paid jobs at the end of the journey.

Some were set to work constructing a secret base far below the crater-marked surface, while others dug out a huge mine to gain access to that most precious of lunar substances... cheese. Before long, cheese production was in full flow.

The worker rats burrowed into the planet using specialist drilling machines, and vast amounts of finest quality Moon cheese were extracted and stock-piled at the rocket base. From here his spacious vessels are ready to take the cheese to earth where Maybe hopes to sell the stunning Stilton at a cut-price rate, thus forcing all other cheese-makers out of business and monopolising the international cheese markets. With the price of cheese controlled by the Doctor's megalomaniacal will, the world will once again be at his mercy.

Such a crisis can only be diffused by one individual, and that individual is James Pond. Gone is the expando-suit of old. In its place are a pair of special boots which enable our hero to walk up walls and even hang upside down from ceilings if the mood takes him.

Chris hopes that the new adventures of Pond will further cement the fishlike one's relationship with the public. He also hopes that his philosophy of producing something different with every Pond game will pay high dividends (whoever heard of a designer that didn't?):

"Pond 3 is pretty much a platform game, but there are a few twists. A big development of the Pond 'world' is the introduction of Finnius Frog and Angel Fish, both fellow agents working for the same organisation as Pond. Pond's background and support from the secret agency F.I.5.H. is also much more apparent in this game and a tangible storyline is featured more strongly than in other Pond games.

"This new game is much bigger than the other games too, featuring 100 levels rather than the 80 of Robocod, and the introduction of save points rather than the usual continue option will, I think, maintain the challenge of the game whilst reducing the level of frustration."

Pond 3 has a strong storyline, and this is reflected in the storyboard above.

Well, that's James Pond 3, but what does the future hold?

Believe it or not, James Pond 4 is already in production, and Chris hopes that things won't simply end there:

"My attitude to the Pond games is that I enjoy working on them and I see each one as a new game. If I couldn't think of anything new to do with each one, then I simply wouldn't want to be involved. I like to think that I can offer something new to people, and if I can do something worthwhile then I'm more than happy to continue doing it."

Fine sentiments indeed , and as far as I'm concerned. long may he and James Pond continue.

James Pond 3: Operation Starfish is due for release in May. We'll have an exclusive coverdisk demo, and review next month.

CHARTS

CHARTS COMPILED BY GALLUP

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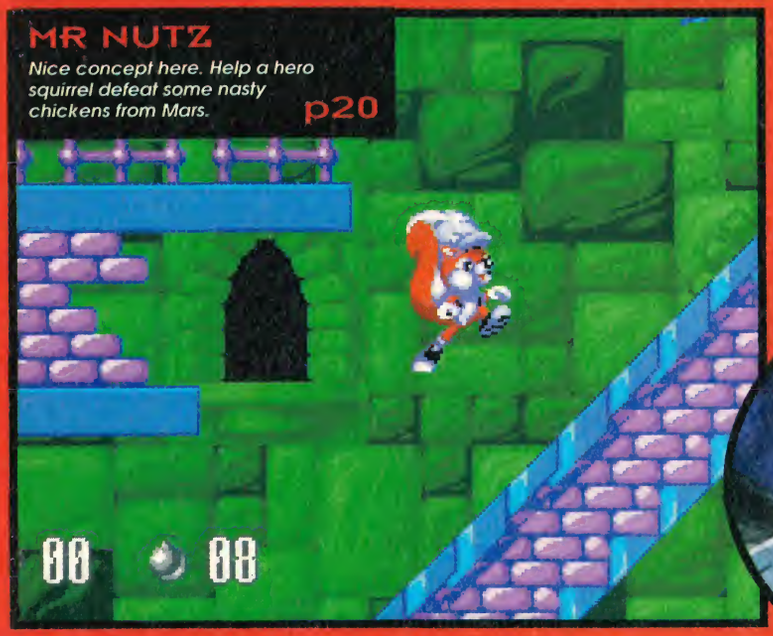
ACTION REVIEWS

You've got to, accentuate the positive/ denigrate the negative/ and don't mess with Mr. In-Between!



MR NUTZ

Nice concept here. Help a hero squirrel defeat some nasty chickens from Mars. p20

TRIVIAL PURSUIT

Redone for the CD32, the classic game waxes lyrical. It's fun fun fun for all the family. p22

K240

Sim asteroids! Where the sequel meets Utopia. That's a dead clever tie-in, dontcha think? p24

DARKMERE

Core's RPG finally rears its head, and much to our relief, it's nearly all that it's cracked up to be. p28

Every game in Amiga Action is given the mark we feel it deserves. Computer games are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked upon in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the game is created for is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it doesn't we'll save ourselves the trouble and not bother. Make sense?

PLUS!

Zool A1200, D-Hero CD32, Maelstrom, Total Carnage, Bubba 'n' Stix CD32, Nick Faldo's CD32, Floppy Liberation!

▲ Jumping on the heads of the robot chicks will kill them immediately.

▲ There are plenty of platforms to ride and leap from.

When the space chickens arrive there can be only one hero to save the Peanut Planet.

MR. NUTZ

▲ The only thing missing from this excellent platform game is Sonic the Hedgehog.

Yeah, yeah yeah. Another platform game that people will say is the closest thing to Sonic for the Amiga. The thing is, it is. There, you've got me saying it now! Within three lines I've written my least favourite cliche. But with Mr. Nutz there is no getting away from it. A console-style platformer has come to life on your Commodore!

Let's get one thing established right from the beginning. When I compare it to Sonic the Hedgehog, it's all completely positive as I've played the three Sonic games for years, having come from a Mega Drive magazine. People have tried to impersonate the spiky blue speedster before and haven't really succeeded. Where Mr. Nutz differs, is that it actually looks like a console game.

Anyway, you're a squirrel called Mr. Nutz and your homeland – the Peanut Planet – has been taken over by a swarm of Mutant Space Chickens. You must rescue it by disposing of them and, ultimately, driving them back to where they came from.

All sounds a bit bizarre, so I won't dwell on it for too long. Now it's possible you've seen this game on the Super Nintendo. Well the Amiga version is considerably different to that, although the character remains the same in appearance. The major change is the addition of a small "wander around the map section." Here you control a mini Mr. Nutz and follow the paths to different sections collecting items on the way. You can't get killed on this section, so you can take a bit of a breather between the frantic action scenes.

AMIGA ACTION ACCOLADE

When you find an area on the map that takes you to a platform section (marked by a red flag), clicking the fire button (or any button on your joypad, as the game supports both) will take you to

▼ Mr. Nutz can be moved around these map screens to find extra goodies and items.

▲ Picking up an invulnerability capsule will make Mr. Nutz exactly that.

▼ The graphics are superb, and there is plenty of variety between the different levels in Mr. Nutz.

▲ Even the chickens don their diving gear on Peanut Planet.

▼ Running past these flower pods at speed will cause them to spit out goodies.

▲ After locating a diving mask it is possible to enter the underwater levels.

▼ A techno sound track plays in the background while you are on this level.

▼ A huge Space Chicken challenges Mr. Nutz.

that level and then it's on to the game for real. These intermediate sections play an important role in the proceedings as many vital items have to be collected while you are on them.

It's only when you arrive at a platform section that you begin to notice the similarities between this and the likes of the Console platformers. The character moves quickly, the scrolling is smooth and there's parallax-scrolling to boot. One of the clever points is that the game operates identically on any Amiga with 1 meg. Therefore a 500 is more than adequate so everybody can have a whirl!

Nutz to you!

Controlling your squirrel couldn't be simpler. All you have to do is run and jump. The difficulty lies in working out which way to go about things, as very often there are several routes you can take around the platforms. More often than not, there is only one correct way and it may well need you to operate a witch before another section becomes accessible.

Naturally enough there are space chickens wandering about intent on your doom. Jumping on their heads generally despatches them to a better place.

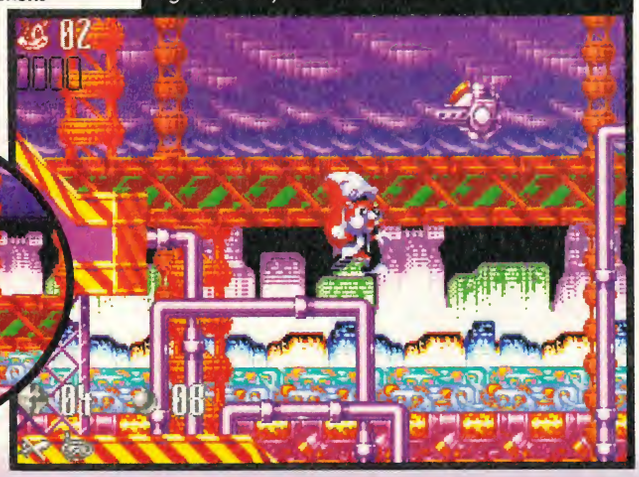
Your energy is displayed by a number of smiley faces in the top right hand corner. When Nutz getz (sorry) hit one of these faces will fall from the top and bounce around the screen for a few seconds. If you manage to collect it again before it disappears then you've lost nothing, which is really quite generous. Of course while flitting around the screen trying to pick them up again it's possible to lose even more. It's a decision that has to be carefully weighed up in a split second.

As you can see from the screenshots the graphics really aren't bettered by anything currently available for the Amiga. The main character is unbelievably cute. Even the way he dies makes you go "Awwwww!" without cringing.

Each level has its own theme music which pounds away in the background and at the end of each of the four islands you must travel to the Techno Zone. The music suddenly changes to a techno tune with whistles and the like. It isn't amazing but I thought I'd mention it!

Things aren't all totally rosy as sometimes it's easy to get confused where you are going but if you can put up with this then you're laughing.

To sum everything up, Mr. Nutz is going to take some beating. Any developer with plans for a console-style a platform game now has to go up against Mr. Nutz. Not a prospect I'd relish. Ocean will undoubtedly be quids in with this, and they've done everybody a great big favour by not restricting the type of Amiga it will run on. It would have been all to easy to concentrate on an A1200 version and look to the future, but the programmers certainly chose the right option.



▼ Tapping the button will cause Mr. Nutz to leap high in the sky above his enemies.

▲ The Techno City is perhaps the most reminiscent of Sonic the Hedgehog. A bad thing? We don't think so.

THE LOW-DOWN

PUBLISHER: Ocean
CONTACT: 061 832 6633
H.D. INSTALLABLE: No
PRICE: £25.99

SCORING

GRAPHICS	92%
SOUND	81%
PLAYABILITY	89%
DIFFICULTY	Tricky

If your mates with a Mega Drive have always posed to you about the quality of their platform games you can now ram Mr. Nutz right back into their faces. They'll be hunting around your bedroom for the hidden console as soon as you turn your back. Ocean can't really be faulted for this. Extra work has definitely gone in since the console versions and this is definitely a potential Number One for many weeks to come. Nice one lads!

REVIEWED BY: Chicken

SECOND OPINION

Chicken has hit the nail on the head. Platform games don't come any better than this on the Amiga, and it puts many console efforts to shame. About time too.

OPINION BY: Neil

OVERALL SCORE

90%

▲ Russell has a comedy quip for every occasion.

TRIVIAL PURSUIT

CD technology embraces the boardgame.

One of the most successful and possibly surprising trends of recent years has been the popularity of the good old trivia quiz. The TV schedules are full to bursting point with shows where members of the public are able to win fabulous prizes(?) for simply being able to remember their own christian name, and there is no respite to be gained on a night out either.

Virtually every pub the length and breadth of the country has a night devoted to a some sort of quiz or other, and those which don't usually have a trivia machine blinking away in a corner near the pool table.

Yep, wherever you go you can't escape the fact that trivia quizzes are very popular and there seems to be an inexhaustible supply of people who are desperate to show off their knowledge of the downright irrelevant to anyone who is stupid enough to stand and listen.

It comes as no surprise then to find that there are a number of quiz games available for the Amiga. Switchquiz gained a favourable review a couple of month's back, and Trivial Pursuit has been riding high in the budget charts for quite some time, so trivia fans have been well catered for in this area, it would seem.

Domark however are keen to target a new audience, and have therefore produced a version of the classic Trivial Pursuit for the CD32. Not the most obvious format for the game at first glance, but if you stop and think for a minute, it all becomes clear. The graphic and sound capabilities of the CD32 make an excellent platform on which to base the quiz, with all the questions being spoken and sound samples and pictures being used as integral parts of some of the questions.

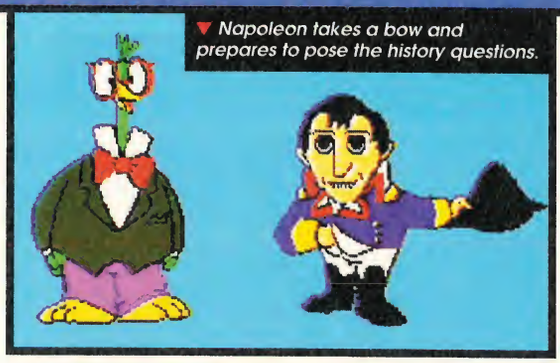
Your master of ceremonies for the game is Russell, a sort of bespectacled wise owl figure who appears at the beginning of each game to guide you through the set-up sequence and then makes regular contributions throughout.

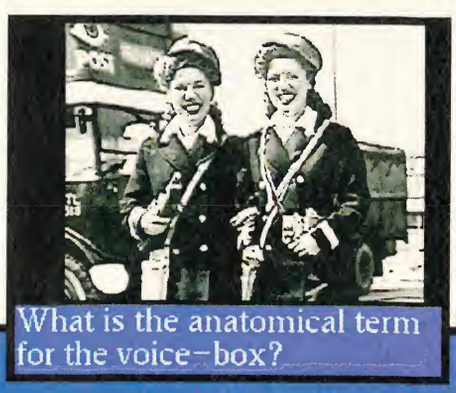
Russell's voice is supplied by comedian Chris Langham (you may not recognise the name, but he's been in loads of stuff and you'll certainly recognise his voice), so it stands to reason that a high level of humour is apparent in all the little interruptions Russell makes.

Other animated characters appear from time to time to ask the questions, with Albert Einstein doing the honours for science and nature and Mae West purring her way through the entertainment section. To be honest this gets tedious after a while, but thankfully there is an option to turn off the repetitive elements, so I shouldn't really complain.

As for the rest of the game, well it's got everything you would expect from a faithful reproduction of the board game, and a question bank totalling more than 2000 items should keep even the most ardent trivia buff happy for a while.

▲ Time to roll the dice and hope for an easy question.


▼ Napoleon takes a bow and prepares to pose the history questions.



▲ After rolling the dice, the helping hand lets you know which squares are accessible.

THE LOW-DOWN

PUBLISHER: Domark
CONTACT: 081 780 2222
H.D. INSTALLABLE: N/A
PRICE: £29.99

SCORING

GRAPHICS	80%
SOUND	90%
PLAYABILITY	94%
DIFFICULTY	Spot on

Trivia games are usually very popular around the office and Trivial Pursuit is no exception to this rule. Up to six players are able to play at once, and this pleased us no end as all the Amiga Action team were able to compete against each other head to head. It goes without saying that I won on several occasions (modesty modesty), but this only served to fuel the vicious rumour that I am the blandest person on the mag. Damn!

REVIEWED BY: Neil

SECOND OPINION

Neil's certainly right about two things. One, he is definitely the blandest person on the mag, of that there is no doubt, and two this is top class entertainment for CD owners.

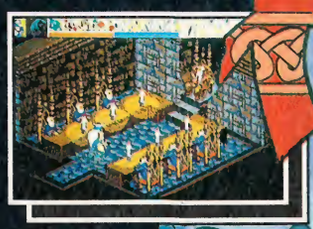
OPINION BY: Steve

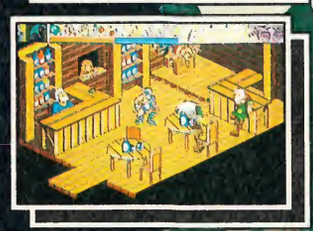
OVERALL SCORE
86%

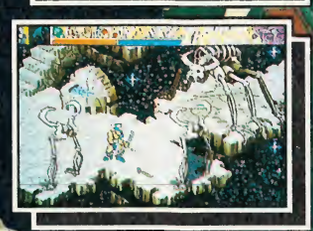
And so it was that during the age of Ragnarok, Heimdall, beloved of the Gods, came to Earth from Valhalla to find the pieces of a Sacred Amulet - the power of which would banish the evil Loki from the viking lands.

It came to pass that Heimdall's quest was revealed in the mighty saga that is....

Heimdall 2







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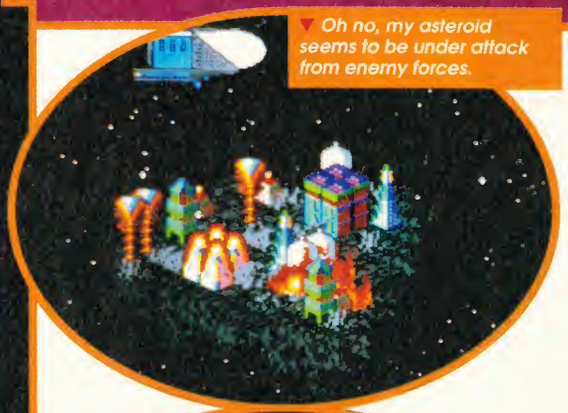
K240

Climb aboard your spaceship and boldly venture forth where no man has gone before.



▼ *Oh no, my asteroid seems to be under attack from enemy forces.*

▲ *Fleets of spaceships and enormous buildings can be built on each asteroid.*

After two and a half years of waiting, the follow up to Gremlin's classic God game, Utopia, has arrived in the shape of K240.

This time, the scene is set even further in the future, with the Terran Empire having expanded into a large proportion of the galaxy. Unfortunately, the Empire is suffering. A scarcity of essential minerals is causing all kinds of trouble. Realising that the answer to this problem could only lie out in the far reaches of unexplored space, an imperial exploration fleet was despatched with the fading hopes of The Empire resting firmly on the shoulders of its crew.

Forty years later, the ship returned with news of the discovery of hundreds and hundreds of star systems comprising planetary debris, in the form of endless asteroid fields.

More importantly, these asteroids were rich in every resource required by The Empire, with one specific sector being particularly well endowed in the mineral deposits department.

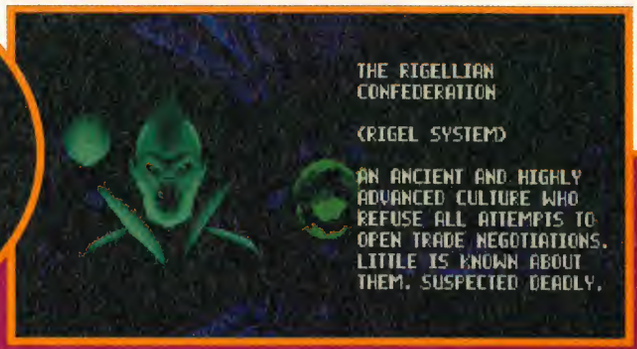
The name given to this area is K240, and it is your task to build and sustain a mining colony in this field of asteroids, thus saving The Empire from financial and political ruin.

Recent disturbing events have come to light, with a number of scout spacecraft going mysteriously AWOL. Loathe though you are to admit it, the idea that you may not be entirely alone in space seems to become more and more real with every passing day.

To begin with you find your spacecraft hovering above an uninhabited asteroid which seems to be just ripe for a bit of the old commercial exploitation. Being the sharp-witted cut-throat businessman of the future that you are, it only seems right that the asteroid should be quickly colonised and its mines bled dry in the name of survival, and no doubt profit as well of course.

▲ *This handy option allows you to build the spaceships of your choice and then arm them with some pretty fearsome weapons.*

▼ *This is how things start out. A lonely CPU building being watched by a friendly Terran spaceship.*



▼ Planning is essential. The coloured areas show where buildings already exist.

▲ Several buildings are available, and you need to mix them carefully to be successful.

▼ This asteroid has more or less had it. The buildings are ablaze and people are leaving.

Essentially, the gradual colonisation of this asteroid forms the intial part of the game, and is fairly reminiscent of Utopia, both in looks and gameplay. Power plants must be constructed and food, water and air must be produced in sufficient quantities to support a significant population. Living quarters and entertainment must also be provided for the poor workers stuck out in space, and adequate defences must be constructed to defend against any possible attacks from unknown forces.

At first your mind will be so occupied with these construction tasks that you may find yourself mentally cut off from the rest of the universe, but beware, this can be a fatal mistake. Out there something is stirring, and it doesn't take kindly to strangers invading its territory.

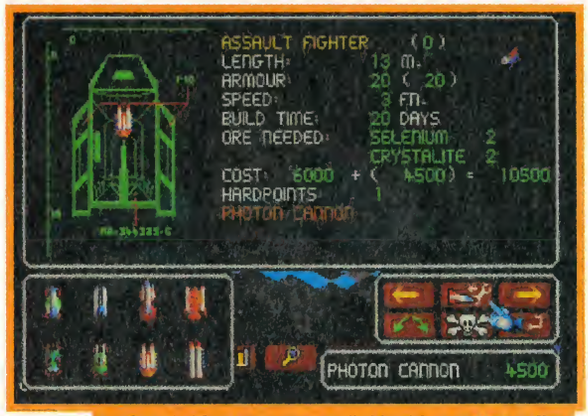
At the beginning of the game you are given the option to choose an enemy against which to pit your wits. These foes come in the form of six of the ugliest looking alien races you have ever seen, and they are more than keen to make it their life's work to rid K240 of your unwanted presence.

Expand your horizons

This is where the game really takes off, because all the while you are building your very own asteroid colony, rest assured that the enemy will be doing exactly the same somewhere else in the sector.

Your only chance of survival is to expand your horizons and explore the asteroid field more widely. Spaceships and spy satellites need to be built so that you can travel across the galaxy in safety to other asteroids, which can then be colonised in the name of The Empire and exploited for the good of all.

Careful scouting of the area reveals which asteroids are unoccupied and therefore ripe for colonisation, and which are the domain of your alien foe. Once identified, the aliens and their territory must be mercilessly destroyed, because let's face it, they are the baddies here after all. Once all the alien colonies have been destroyed, you've completed your assignment and it's time to move onto the next, more challenging group of greenies.

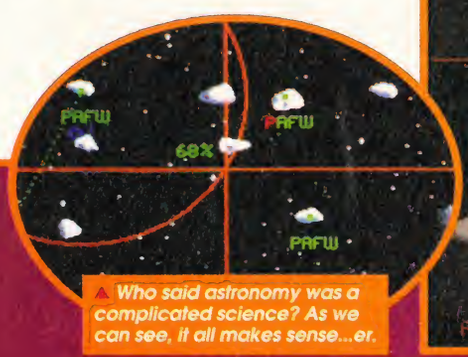


▲ Scout ships are an essential tool for exploring the galaxy. Funds should be put aside accordingly.

The game itself is operated via a simple to use point and click system, which enables colonies to be built incredibly quickly once you've got the hang of the icons. There's even the decidely handy option to leave a few of the more important around the very edges of the screen so that you can access them that more easily, without having to interfere with the main action.

Digitised speech effects are also an important feature, acting as a sort of vocal reminder not so you don't miss any of the important events which may be occurring - citizens who are running short of food or water will not be slow in reminding you of the fact.

All in all, K240 takes Utopia a step further, and the unusual scenario and differing levels of alien intelligence make it more than a match for other strategy/empire building games.



▲ Who said astronomy was a complicated science? As we can see, it all makes sense...er.

▼ The asteroids with green dots are yours, and those with red are under the enemy's control.

THE LOW-DOWN

PUBLISHER: Gremlin
CONTACT: 0742 753423
H.D. INSTALLABLE: Yes
PRICE: £29.99

SCORING	
GRAPHICS	86%
SOUND	82%
PLAYABILITY	87%
DIFFICULTY	Variable

I didn't know what to expect at first, I mean you've seen one God game and you've seen them all haven't you? Well no, apparently not, K240 certainly surprised me in that respect. It plays extremely well, looks just as good as its predecessor, Utopia, and gets extremely addictive once you have mastered all the menu tasks. I've no real gripes, and that makes a refreshing change. Gremlin can feel proud that they have produced yet another quality game.

REVIEWED BY: Neil

SECOND OPINION

Gremlin are on a roll at the moment, what with Sorasil last month and now this. This isn't really my type of game of game so I was surprised to find myself enjoying it.

OPINION BY: Steve

OVERALL SCORE

86%

MAELST

▼ *There is no denying that Maelstrom is in-depth and will certainly appeal to blander people.*

Syd Mead is held in high esteem in virtually all corners. His games are usually great, so what's in store this time?

It is not very often that you can say that you went into the process of reviewing a game with a totally open mind. Most of the time you will, no matter how unwittingly, have been influenced either in a positive or negative way by something you have read. It may be a review of the game on another format, or even something as innocuous as a small news piece, but generally there will be something you have seen that has affected you.

Maelstrom is different for me. I'm not saying I have never heard of it, because that would be a lie, having known for some months that it was in production. Still, I honestly didn't have a clue of what it was about, or, more importantly, if it was any good or not.

Apparently a Syd Mead creation, Maelstrom is billed as the ultimate planetary war game, mirroring real life but at the same time allowing players to escape to worlds they have only dreamed of.

Bland

The scenario in which the game is set is a pretty fantastic one, but we can excuse that, since realism is a rare commodity these days. You play the role of an ex-soldier in the Syndicate forces who, some time ago, was given the one man mission to observe a far away place known as Harmony, with a view to planning a hostile takeover bid by your own people. During the journey though, you had second thoughts as a result of you being a bit of a rebel and all. Having viewed the Syndicate's colonization techniques first hand you realised you didn't like them and weren't prepared to carry out your orders, especially when you found out harmony was a peace loving mining community. So guess what? You defected to them.

Since the people of Harmony have a very limited talent for mayhem, your experience counted for a great deal and you rose through the ranks phenomenally quickly. Elysia Sybarrite, Governor of Harmony decided that it would be in their best interests to promote you to the rank of commander in their armed forces. However, a bizarre series of events led to the untimely deaths of many other leaders and you were thrust into the position of Overlord and have now been placed in direct charge of all operations.

You have at your command a cabinet consisting of five ministers, namely the heads of the military, mining, secret intelligence, research and of course, the Governor Elysia. The threat of the Syndicate attacking is a real one, and you must come up with a way to stop them before they can achieve their

▼ *There is plenty of scope for exploration, since as you can imagine, the universe is huge.*

▼ *Statistical information is here in abundance as you strive to stave off the attack.*

THE LOW-DOWN

PUBLISHER: Empire
CONTACT: 081 343 7337
H.D. INSTALLABLE: Yes
PRICE: £34.99

SCORING	
GRAPHICS	77%
SOUND	60%
PLAYABILITY	69%
DIFFICULTY	Tricky

Maelstrom is an extremely in-depth strategy affair with a ton of plot and a great deal of atmosphere. It's a shame though, that it is so inaccessible to all but the most hardened enthusiast. I personally found it all too drab to begin with, not to mention exceptionally complex, and while I recognise there is a good game hidden in there somewhere I just can't recommend it in any way. It sounds exciting, but sadly it isn't.

REVIEWED BY: Steve

SECOND OPINION

I just couldn't get my head round this game at all. A very, very unfriendly game indeed. I tried for about half an hour, couldn't get anywhere, and totally lost any interest whatsoever.

OPINION BY: Paul

OVERALL SCORE
73%

ROM

goal of turning the galaxy into a ruthless dictatorship under their command.

This all sounds fine, and even a little bit exciting, but my hopes were crushed when I loaded up the game. Obviously it's going to be a strategy affair, the nature of the game would allow nothing else, but this really is inaccessible to all but the most hardened strategy gamer. There is definitely a decent game in there, but I found myself constantly getting lost amid the many mainly text based screens that comprise the game.

There is plenty for the player to get his or her teeth into, but unfortunately, my teeth had almost dropped out through boredom after wading through everything that needs going through before getting to grips with the plot.

Strategy enthusiasts have something to get excited about, if they ever do that is. You know what they're like. But average gamesplayers will probably come away pretty quickly.

▼ *Be careful who you trust with privileged information. You never know who your friends are.*

▼ *You look on impassionately as another dwelling burns to the ground. You get used to it after a while.*

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ZOOL
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ELITE

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JIMMY WHITES WHIRLWIND SNOOKER
Impressive as the 3D is, it's only one aspect of a game chockfull of brilliant features.
PC Review 9

ELITE-ELITE Plus
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PC Format.

ZOOL
"Zool conforms in every way to what you'd expect from a perfect cutesy platform game. And in doing so has become the perfect platform game... If you like all things cute and colourful, you'll love this, and if you aren't predisposed to platform games you'll still love it."
Amiga Format Gold 95%

empire
SOFTWARE

▼ Ebryn ventures forth into the toadstool infested wood.

▲ If only I could make him turn round, Ebryn would stand a chance.

DARKMERE

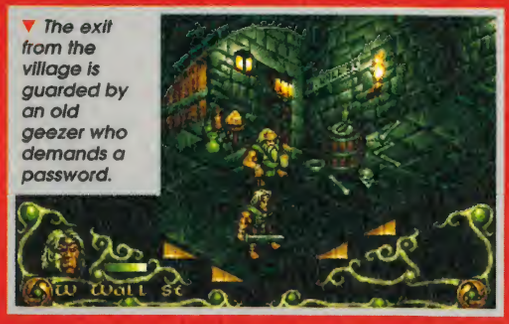
▼ The intro screen to the first level gives a particularly vivid impression of the gloomy village.

Welcome at last to the particularly strange and spooky world of Core Design's sequel to Darkstone.

So far, my career at Amiga Action has spanned a period of just over five months. In all that time, staff members have come and gone and the industry in which I work has undergone several changes, some for the better and some for the worse. However, one factor which remained constant during this period is the knowledge that Core's sequel to Darkstone – Darkmere – would soon be finished and available for review. Hold-ups and delays have been numerous along the way, but finally the wait is over and the Darkmere disks now sit proudly on my desk. Has the wait been worthwhile? Well, just give me a chance to load the thing up and then I'll be able to tell you all about it.

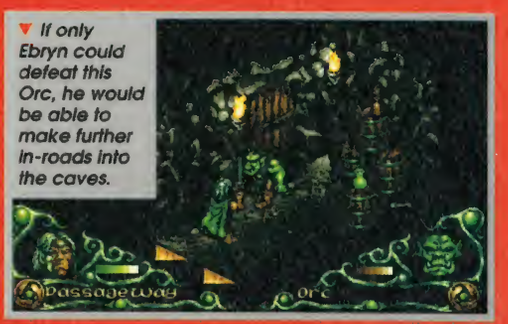
Categorisation is going to be my first problem here I think. Darkmere has all the attributes of a good old RPG, but plays and looks like a 3D isometric adventure. Hmm, decisions decisions. I'll stick with RPG for now, but I might change my mind later depending upon how the game shapes up (You damn well won't change your mind you young scallywag, you'll do exactly as I say. Anyway, it's definitely a puzzler - Paul).

Not to be perturbed by these goings on I feel that it would be prudent at this point to give you



▼ The exit from the village is guarded by an old geezer who demands a password.

▼ The street corners of Darkmere are inhabited by ladies of very dubious character indeed.



▼ If only Ebryn could defeat this Orc, he would be able to make further in-roads into the caves.

some brief background details to the game. So, without further ado, let's find out what cunning plot the people at Core have hatched in the way of the story of Darkmere.

Well apparently, the villagers of Darkmere were terrorised for many years in the past by a huge and scary dragon going by the name of Enywas. The Elven king at the time, Gildorn, was a bit of a have a go hero, so he took it upon himself to rid the land of the aforementioned winged beastie.

Penalty shoot out

The battle was a long and tense affair (going into extra time and then a penalty shootout), but eventually the dragon was slain. Gildorn lay badly wounded and was told by the doctors that he should stick to playing marbles in future, but that didn't bother him as he knew that he'd saved the village of Darkmere from unmentionable evil.

Several years later, Gildorn is an old and weak man, and when the land is once more infiltrated by the forces of evil, he is in no position to offer any kind of serious resistance.

This is where you come in. Playing the part of Ebryn, Gildorn's son by an Elven maiden, you must rid Darkmere from the forces of evil just as your frail father did so many years ago. Armed with a magical sword and your own common sense, you venture forth alone into the village with only a few chosen parting words of encouragement from your father for company.

Let loose on your quest, you (Ebryn) are deposited on a street corner in the dark and mysterious village of Darkmere. An eerie wind, and a musical score spooky enough to chill your bones, sets the scene perfectly as you set out on your quest.

Movement around the landscape is quite tricky at first, thanks to the joystick control method. So, if you're anything like as inept as me, you may find that Ebryn seems to have a mind of his own, wandering off in every direction except the one which you want him to go. Once you get the hang of it though it isn't too bad, but I can't help feeling that a mouse contol system would have enhanced the gameplay that much more.

On the good side, the Ebryn sprite is well constructed, with his flowing mane of blond hair and chain mail suit of armour making him look every inch the hero that he undoubtedly is. The people that you meet along the way are designed along the same lines, with their appearance perfectly describing the personality underneath.

In fact the most striking thing about Darkmere is the quality of the graphics and the amount of detail which the backgrounds portray. All the street names are visible thanks to handily placed signs on the wall (just like in a real street), and private dwellings all have their own little number as well. This can be an invaluable aid if you're struggling to find your way around the place.

The whole game consists of three enormous levels, the first being the streets of Darkmere, and the others consisting of a forest and a system of caves. You may well now be protesting "What? Only three levels?" but the fact that each level contains over 150 separate locations should shut you up.

Bite your ankles

A major feature of quality RPG's is the battle between good and evil, and Darkmere is no exception in this respect. Ebryn can take on all-comers, ranging from huge Barbarians and flying dragons, to scurrying little rats which have a nasty habit of biting your ankles. Four separate combat moves are available to our hero, and this is definitely an advantage during a scrap. But I sometimes found myself trapped in a corner by a fairly weak opponent, unable to move, and believe it or not, such occurences didn't half prove a bit frustrating at times.

I also found that the gameplay became rather too repetitive after a while, and the fact that I am blessed with very little patience dented my enjoyment as a result.

On the whole though, Darkmere is a very impressive piece of software creation, and I have no doubt that it will appeal to many RPG and 3D adventure fans alike.

▲ Now that I've got the hang of the fights, Ebryn will make swift work of despatching this Orc.

▼ The caves are littered with dead ends, but there are always useful things left lying around.

THE LOW-DOWN

PUBLISHER: Core Design
CONTACT: 0332 297797
H.D. INSTALLABLE: No
PRICE: £34.99

SCORING

GRAPHICS	88%
SOUND	86%
PLAYABILITY	80%
DIFFICULTY	Tricky

To say that I thoroughly enjoyed playing Darkmere would be a barefaced lie. The gameplay was too repetitive and the control method just wasn't to my liking. On the other hand, to say that I didn't like the game would also be quite some distance from the truth. Darkmere has all the feel and atmosphere of a quality product, and this fact alone had me hooked for a while. (Did you know Neil used to be fence-sitting champion of his school? – Ian)

REVIEWED BY: Neil

SECOND OPINION

Darkmere looked very promising indeed at an early stage several months ago. It's come quite a way since then, but not perhaps as far as it needed to.

OPINION BY: Paul

OVERALL SCORE

82%

PROFESSIONAL FOOTBALL MASTERS 4 VERSION

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Club : Sponsorship, Ground improvements, View opponent, Finances

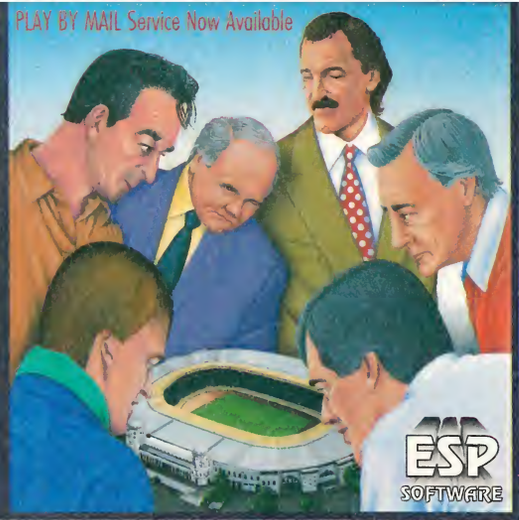
The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other : Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

Plus : Over 100 other meticulous refinements impossible to list here.

Editor : Allows you to amend various items in saved games. £12 Extra

Scottish : Dedicated version details available upon request.



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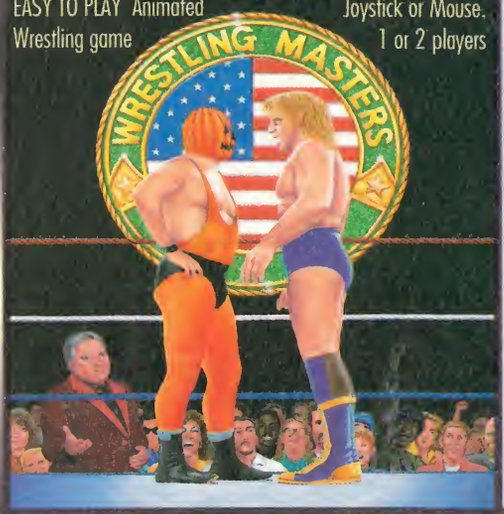

CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.
- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.

- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).

- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
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Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system.

Inside Knowledge : Plenty of unique hints from contacts in the know.

User Friendly : No racing knowledge required, easy to use, tutorial book.

Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers.

Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25.

Price Increase : Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS
- Surface and pace of pitch
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competition

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If you're very lucky, by the time you are casting your eyes over this page, Psygnosis will have moved heaven and earth to get their THREE film licences into the shops.

Dracula (of Bram Stoker's fame), Sly's Cliffhanger and Big Arnster's Last Action Hero are all having the finishing touches put to them at the time of writing this page. In fact, so crucial is the timing that we're not even sure whether the review copies will make it in time for this issue or not.

Anyway, assuming that the deadline came and went without a sniff of the games, Psygnosis reckon it would be a crime to let these massive titles creep onto the shelves without a hint of publicity. So here it is – publicity, in the thinly veiled form of an amazing hand held £500-and-then-some camcorder, with which you can create your own less than stunning original motion pictures.

This wild and magnificent prize could be yours (courtesy of Psygnosis of course) for correctly answering the quasi-relevant questions below. This done, pop them in an envelope, and as part of our all new competition-sorting-out policy (first how many it happens to be this time out of the hat win) we'll have the prize with the winner in next to no time.

And remember readers – that's DRACULA, CLIFFHANGER, & LAST ACTION HERO. From Psygnosis.

Win Win

QUESTIONS:
1: Was Bram Stoker's Dracula (the film) a barrowload of overrated pump?
2: Was it a bit surprising to find Sly Stallone in a decent film like Cliffhanger?
3: Did that Last Action Hero cinema advert get annoying after a while?

Movies,games and video cameras

Question1:	*Yes*	*No*
Question2:	*Yes*	*No*
Question3:	*Yes*	*No*

Delete as applicable

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Postcode: .....**Age:** .....

Send your entries by the 7th May to "Movies, games & video cameras", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

☐ **IF YOU DON'T TICK THIS BOX YOU MIGHT GET LOADS OF JUNK MAIL IN THE POST LIKE CHEAP WATCHES AND THAT.**

ACTION REVIEW

SHOOT'EM UP

TOTAL

Big brother made it onto the Amiga in style, but the question of whether this is as good still remains unanswered. Not for long though...

Now I'll admit to putting a few quid in the Smash TV arcade machine in the past and when Total Carnage arrived from the same stable I spent quite a bit in there too. There was something captivating about the frenetic action and the ridiculous wrist-ache you had by the end of the game. Anyway, in the past Ocean did a conversion of Smash TV which was pretty good as it stood. Ice have taken up the challenge to reproduce this latest aracde gem for the A1200.

Right from the very start it was going to be difficult. The speed and colour of the original was always going to prove tricky to accurately convert to the Amiga and this is where the problems start.

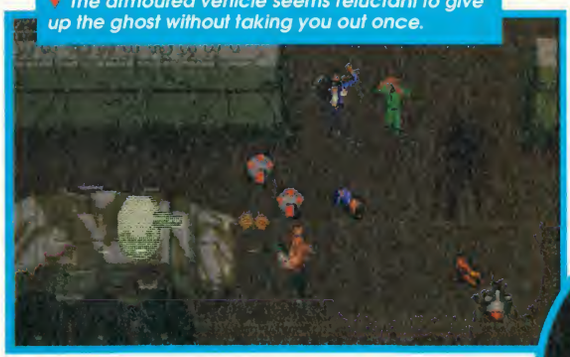
It's straight into it non-stop. There's no intro, just a title screen, some brief options and off to level one. The game, in case you aren't really sure what the Total Carnage phenomenon is all about, sees you take control of a big, hard soldier who must wade his way through legions of the enemy who will kill him on contact. This makes life very tricky as there are hundreds of bad guys to kill and you can't afford to let them get too near you or you lose one of the three lives you start off with. It's extremely simple to lose the lot before managing to get very far at all.

You can rest assured that it's all go from start to finish. Let go of the fire button for more than a couple of seconds and it'll be dead meat time before you know it. Unfortunately, I found the controls a little sluggish and the game far too frustrating for my liking. There are times when you just get ridiculously swamped by nasties without a prayer seconds before your super flame-thrower runs out and you get given your pop-gun and duly killed.

While this was known to happen in the arcade parent, the difficulty level was at least judged better level than its Amiga counterpart. Initially getting

▼ *(Hey readers, this is what Neil looks like when someone steals his ball – Paul)*

▼ *The armoured vehicle seems reluctant to give up the ghost without taking you out once.*



▼ *The promise of eternal pleasures await you on completion of your gruesome tasks.*

▲ *Reminds me of that first end of level baddy from Smash TV. Only about 800 times more tricky to beat, that's all!*

▲ *The muscly guy with the slaphead seems brassed off about something, and he's equipped with the firepower to appease himself.*

CARNAGE

▼ *Your patriotic kinsfolk wave you a cheery goodbye before you embark upon a mission of doom. It's great fun, it really is.*

absolutely anywhere deep into the game will seem harder than a fossilised brick. With persistence (and that could well be the awkward part) it s possible to progress onwards, but with only having three lives it's far too easy to die when reaching a new section of the game for the first time.

Tough machines

For me, this was the real turn-off. Arcade machines have to be difficult to make their money but on hyper-difficult games they generally have the facility to keep shovelling money into the slot in order to continue. Unless extra lives are picked up on the 1200 then a game can be over as quick as a cheetah on a jetski (okay that's enough metaphors and similies. We've had more of them than a...oops!) and its all too easy to convince yourself you aren't going to get anywhere and switch it off for good.

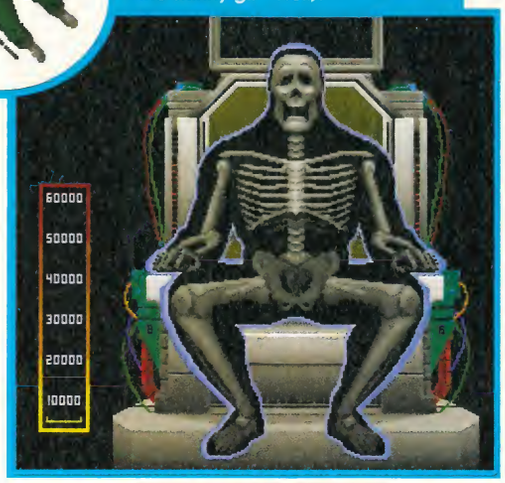
While a game is in progress there are plenty of icons appearing here, there and everywhere and all can be collected and used. These icons are generally some kind of weaponry or even extra lives. However, sometimes mines appear, which explode when trod on, sending your poor unfortunate (and now dead) soldier flying high in the sky.

Along the way attacks by various military vehicles are something you'll come to expect. These tanks, trucks and trains will all have a weak spot, which must be repeatedly shot to destroy it. Take care though, getting run over will make you as dead as treading on a mine (which believe me is extremely dead!).

One saving grace for Total Carnage is that it has a two-player option which at least allows that extra element of fun to just about creep in (you can both get frustrated together!). The game is a little less tricky if there are two people playing, as it is obviously easier to combat all the enemy. It's unlikely though that this will be the saving point of a game which never really reaches the high standard we should be able to expect these days. Let's face it, Total Carnage should have been much better than this.

▲ *A two player option makes things slightly less tricky, but it's still bloody hard!*

▼ *(See that readers? That's Paul, the skinny git – Neil).*



THE LOW-DOWN

PUBLISHER: I.C.E.
CONTACT: 0453 756993
H.D. INSTALLABLE: No
PRICE: £25.99

SCORING

GRAPHICS	80%
SOUND	70%
PLAYABILITY	71%
DIFFICULTY	Very hard

I don't like to put a game down unneccesarily, but Total Carnage didn't have it for me. What it did have was me swearing my head off and hurling joysticks around willy-nilly due to the frustration of the control (yup – Ian). I'd rather play chicken with a particularly fast lorry than this to be honest. It may be that some people will get into it, but I just couldn't, and despite reports that it's excellent I wouldn't go back to it at all. But maybe I'm soft.

REVIEWED BY: Chicken

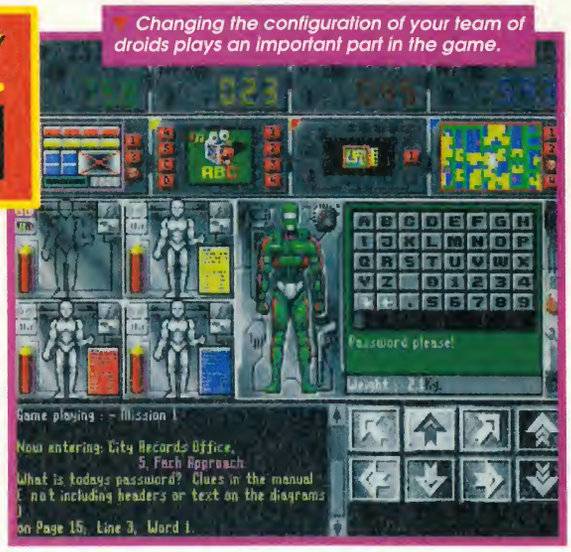
SECOND OPINION

As the follow-up to Smash TV, this should have been a... er, smash. I'm not sure whether the control is the way it is to heighten the difficulty, but it renders Total Carnage very frustrating indeed.

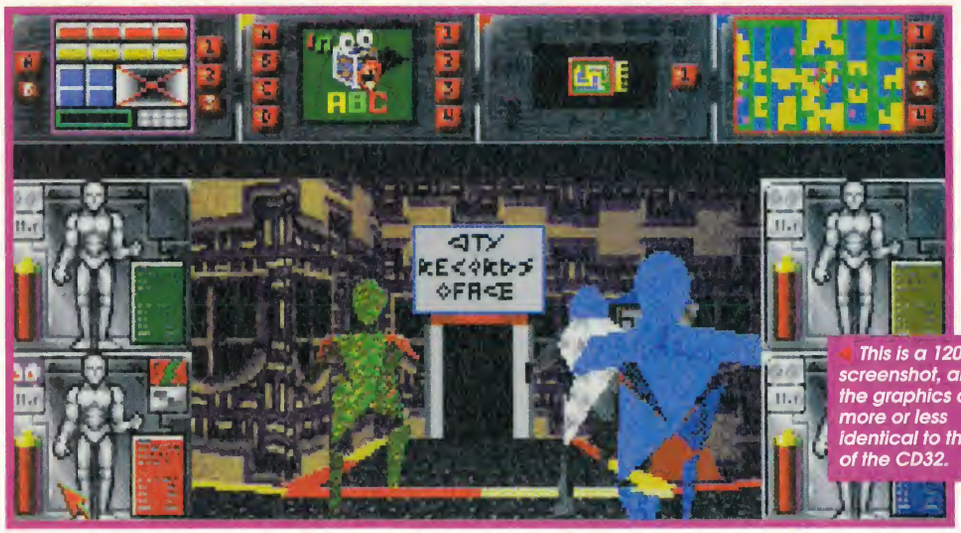
OPINION BY: Paul

OVERALL SCORE

68%



Changing the configuration of your team of droids plays an important part in the game.



This is a 1200 screenshot, and the graphics are more or less identical to those of the CD32.

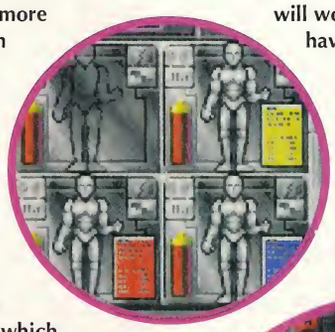
LIBERATION

The last couple of months have seen quite a number of old games given the CD32 conversion treatment, but Liberation is the first package I know of that has moved in the opposite direction, so to speak.

Hailed as a classic and gaining a more than respectable mark of 90% and an Amiga Action Accolade, the original version of Mindscape's futuristic RPG was assured of success. At the time of release, however, there were doubts as to whether or not Liberation would convert successfully to the weird and wonderful world of the floppy disk.

Problems were envisaged regarding disk swapping and also the immense amount of digitised speech which helps to create the unique atmosphere of this rather stunning game.

Three months down the line these problems seem to have been sorted out, because sitting in front of me is a boxed copy of Liberation which will work on any old Amiga so long as you have 1.3mb of free RAM.



The intro sequence is one of the major features of the CD32 version, featuring superb animation and a specially written mean and moody theme along with loads of digitised speech. Unfortunately, because of the limitations of the Amiga, the music has lost a little quality and the speech is missing altogether. The graphics don't suffer too much though, and although A600 owners will not be given such a massive treat A1200 owners will notice more or less no difference in whatsoever.

As for the game itself, all the features and gameplay of the CD32 version are there, but the quality of graphics and sound, and the speed of gameplay will depend upon the memory which your machine has available.

Unfortunately, owners of Amiga machines with only 1.5mb of memory won't hear any music during the game, but the graphics and in-game music improve for those with more cash and therefore more memory at their disposal.

Stunning effects

Liberation comes on five floppy disks, with the intro sequence taking up a whole disk by itself, but it's thankfully hard drive installable. Hard drive owners will find a very useful tool available to them in the shape of a Wallmap Creator program. This allows hard disk users to have up to 71 different sets of wall graphics during the game instead of the usual four, producing some pretty stunning effects. Be warned though this process takes time, and the higher the quality you require, the longer it will take to remap the walls. At the highest level the process takes about five hours.

Despite the drawbacks, Mindscape have done an excellent job converting Liberation to floppy. They should be congratulated for giving thousands of other enthusiasts the chance to play one of the most gripping and involved games ever put together.

REVIEWED BY: Neil

The introduction sequence has lost none of it's appeal as this screenshot shows.

A knowledge of electronics comes in handy when you are faced with improving your droids.

A600

ORIGINAL SCORE 90%

UPDATED SCORE 88%

PUBLISHER: Mindscape PRICE: £29.99

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ACCESS

ACTION REVIEW REVISITED

NICK FALDO'S CHAMPIONSHIP GOLF

Nick shapes up to hit his next shot onto the green. A birdie looks like a possibility.

Nick Faldo has got to have just about the best job in Britain. He gets up about mid-day, saunters down to the local park for a walk in the fresh air, and then swings a bit of metal at a small ball every now and then.

That takes care of the lovely warm summer months, but what does Nick do during the winter? Well, when the rest of us are struggling to work through 15 foot high snowdrifts and icy winds, good old Nick is either at home with his feet up in front of the fire enjoying a bit of a rest, or else he's off to somewhere nice and cosy such as Sun City or Warmsville USA to swing at a ball in some field over there.

Not content with this, Nick has endorsed his very own golf game, and now that it has been released on the CD32 will no doubt be laughing all the way to his well-fed bank account.

When it was originally released, Nick Faldo's Championship Golf received some particularly favourable reviews, despite a few complaints about the control system. Taking these points on board, Grandslam have done away with the tricky "double-click" required at the end of each swing, replacing it with a single click, and the game has improved considerably as a result.

Not only this, but the CD32 graphics are vastly superior to the original version and make everything look so much better that well... you'd think that Nick's tank top was real.

REVIEWED BY: Neil

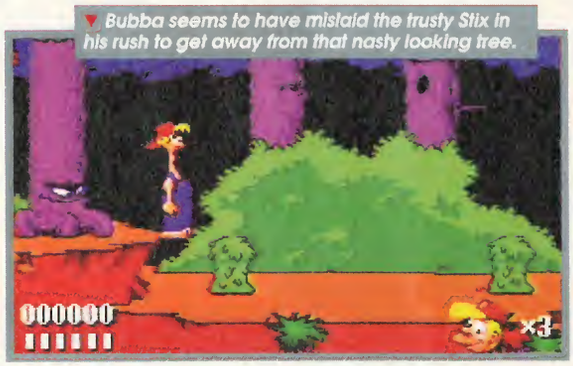
PUBLISHER: Grandslam PRICE: £29.99

CD32

ORIGINAL SCORE
88%

UPDATED SCORE
89%

BUBBA 'N' STIX



Bubba seems to have mislaid the trusty Stix in his rush to get away from that nasty looking tree.

Regular readers may want to cast their minds back a few months to the January issue of the mag which featured a review of Bubba 'n ' Stix, a new game from Core Design. The consensus of opinion in the office at the time was that it was a platform game with a few puzzles thrown in along the way for good measure.

You may remember, however, that Bubba was reviewed under the title of a 'Puzzle' game. I can now exclusively reveal that this happened as a direct result of Paul's stubborn refusal to alter the heading once he had made his mind up. Strong pressure was applied from the rest of the team in the vain hope of getting Paul to change his mind and classify the game as a platformer, but he would have none of it. He stamped his little feet, he squealed in a childlike manner, and refused to talk to any of us for a week, but would he change his mind? Oh no.

So, now is my chance to put the record straight. What an excellent PLATFORMER Bubba 'n' Stix is. The various puzzles which you have to solve to proceed in this PLATFORMER are well thought out and strike just about the right level of difficulty for a PLATFORMER as well.

It's pretty much the same game as the original, with a cartoon style intro sequence thrown in, but I liked the first version and you won't find me complaining about this conversion.

REVIEWED BY: Neil

PUBLISHER: Core Design PRICE: £29.99

CD32

ORIGINAL SCORE
87%

UPDATED SCORE
87%

ZOOL 2

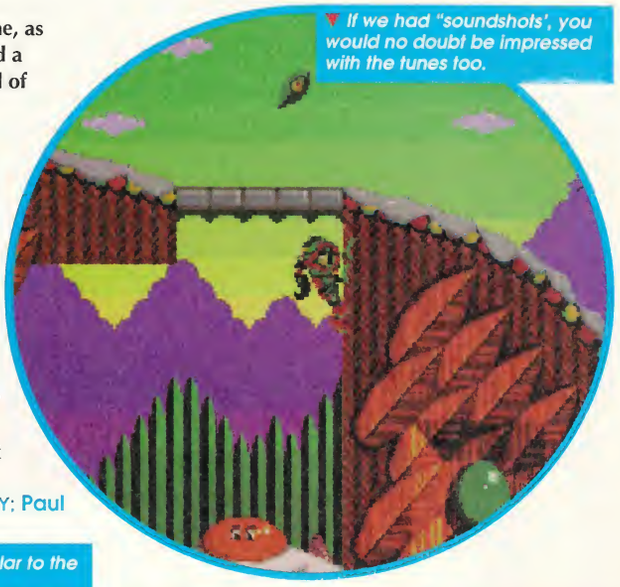
I don't know – will we ever manage to go more than a couple of months without coming across Zool and his ever increasing family in some shape or form? If he isn't in a sequel he's being revamped into CD32 form, and if not that then he's popping up in the enhanced sequel to the sequel. Er, which is what this is.

The main Amiga Action gripe about Zool 2 was that while it was undoubtedly a good game, it was simply far too similar to the original to be considered truly worthy in its own right. The levels were larger and more complex than in the original game, as indeed they still are, and Zool was awarded a girlfriend of sorts in the shape of Zooz, and of course she's still here too.

An extra 100k of sound effects have been added for the enhanced version, and as with Zool 1, parallax backgrounds have been added. Now the music's fine, but – again, like in the A1200 version of the original – the sprites occasionally get lost in the backgrounds, especially in Swan Lake, where the colours are pretty dodgy anyway.

I suppose what I'm saying is that the enhanced version of Zool 2 isn't any better than before, but it's a very good game anyway, and perhaps slightly underrated at the measly 79% it received.

REVIEWED BY: Paul



If we had "soundshots', you would no doubt be impressed with the tunes too.

The restart point looks not entirely dissimilar to the Zool clan, dontcha think?

See Zooz as she Ninja-of-the-nth-dimension's her way through all these lovely backgrounds.

PUBLISHER: Gremlin PRICE: £29.99

A1200

ORIGINAL SCORE 79%

UPDATED SCORE 82%

DISPOSABLE HERO

Mid-level bad guy alert! These are still very tough...

When Disposable Hero first arrived in the office a few months ago, I immediately thought it looked well out of date. Programmed by unknown team Euphoria, the sprites were small and the backgrounds gory, in a kind of oil painted way.

It didn't take too many minutes play to realise that looks, in this case, were deceptive. Disposable Hero was a very good shoot 'em-up indeed, but it went beyond most games in the power-up department by the implementation of a "Blueprint Shop", whereby weapons can be ordered for delivery later on.

The trouble was, it was well hard. As in difficult. As in, like, very difficult, and this, along with better tunes and effects and intro sequence, is what Euphoria have altered for the CD32.

A few enemies have been disposed of to get rid of some congestion, and it is no longer unreasonable to believe that we might actually see the later levels. Also, note that when playing in easy mode, completion of the third level is as far as you can get. You can't say you weren't warned.

REVIEWED BY: Paul

It wasn't like this in my day – you could go to the shops in broad daylight and not fear for your life.

PUBLISHER: Gremlin PRICE: £29.99

CD32

ORIGINAL SCORE 80%

UPDATED SCORE 84%

READER

Here we are again. Another month, another bumper crop of your wonderfully worded, finely crafted reader reviews. They're so popular its near unbelievable! You're so kind to us, you really are, and we all love them – oh yes.

JURASSIC PARK
Ocean

Reader Reviewer: Damian Kersey, Bispham.

Ocean, you've done us proud! This is no crappy film licence, but a top class adventure and blast. Sonics and graphics are spot on, and the gameplay is second to none.

Graphics: 90%
Sound: 94%
Overall: 95%

Summary: Bigger than the film, and about twice as scary!

SON OF CHUCK
Core Design

Reader Reviewer: Mark Holmes, Newcastle.

Probably the best platformer on the Amiga, but all my games are platformers and Chuck Rock 2 is my best game. (Nice one mate – Paul).

Graphics: 91%
Sound: 72%
Overall: 92%

Summary: My best platformer so far. Worth buying..

DANGEROUS STREETS
Flair

Reader Reviewer: Martyn Brion, Newcastle.

Is this the best we can expect from the CD32? If it is then we might as well all give up now. Large sprites are fair enough, but the important thing is gameplay, and this is incredibly poor! Possibly the most disappointing game ever.

Graphics: 70%
Sound: 70%
Overall: 20%

Summary: Someone needs to redeem the CD32 quick.

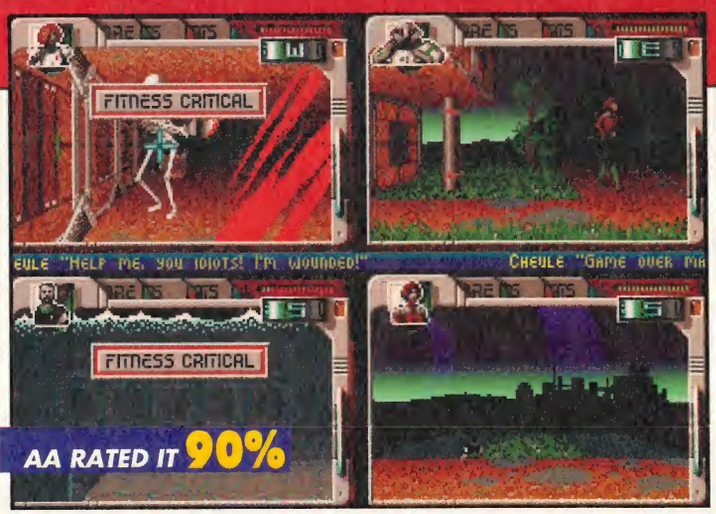
HIRED GUNS
Psygnosis

Reader Reviewer: Phil Jarvis, Wolverhampton.

This is a brilliant game – the weapons are different and the team selection option is perfect. Graphics and sound are good, he levels are taxing, and it isn't just a shoot 'em-up.

Graphics: 91%
Sound: 85%
Overall: 91%

Summary: An absolute must for your humble collection. I love it – oh yes.



READER REVIEWS

THE SETTLERS
Kompart

Reader Reviewer: Lee Someone-or-other, Bootle.

Now this is something special. From the graphics to the playability, it's amazing, and there is even a two player option too, with loads of things to build, from woodcutters to watchtowers, so get playing or buying it now!

Graphics: 98%
Sound: 90%
Overall: 96%

Summary: Brilliant – nothing else describes it.

STRIKER
GBH

Reader Reviewer: David Tomlin, Havant.

Striker is a fast, furious and very playable game. There is a great deal of challenge involved (just try beating Brazil with San Marino!). The graphics are possibly the best around for any football game and the controls are extremely easy to get to grips with.

Graphics: 85%
Sound: 75%
Overall: 89%

Summary: Excellent game at a great price.

CANNON FODDER
Virgin

Reader Reviewer: Remigiusz Felcenloben, Poland.

Great musc and very good graphics, realistic enemy soldiers in terms of sound, and interesting missions. A good military shoot 'em-up, and if you liked Sydicate you'll love this.

Graphics: 90%
Sound: 95%
Overall: 92%

Summary: You must buy Cannon Fodder!

SKIDMARKS
Acid Software

Reader Reviewer: Christine Norman, Basingstoke

If you are impressed with MicroProse GP then check this out and you'll never feel the same again. Loads of brilliantly designed tracks, four superb cars, and all the playbility you could ever wish for.

Graphics: 88%
Sound: 91%
Overall: 92%

Summary: Simply the finest game of its kind.

Right, that's another beautiful bounty of wisdom over with. Sixty words or less please, in neat and tidy writing, to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP. Cheers.

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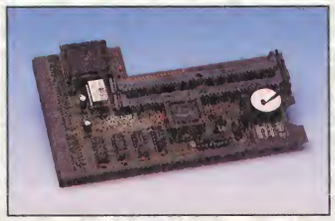

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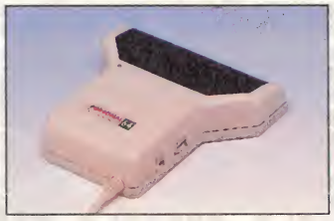

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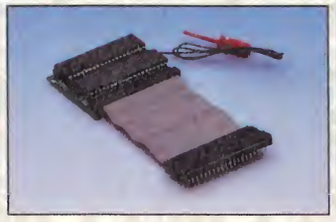

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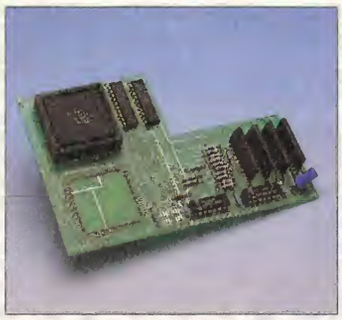

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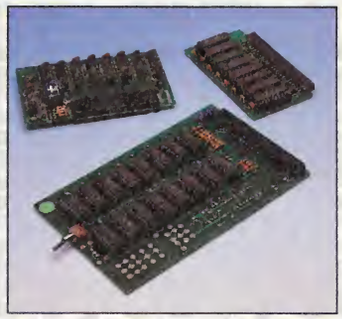

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PD

Roll up roll up and join Neil as he casts his beady eye over the latest collection of PD and shareware titles.

◀ SOCCER CARDS USA: It's a gripping struggle between Norway and Mexico as they grind out a draw in group E.

Well readers, this month sees the usual mix of the excellent, the unusual and the downright strange things that PD programmers have been getting up to lately. Keen to share such delights with you I set off into the realms of my disk box in search of the ultimate PD and shareware collection to grace any computer owners game library. Did I succeed in my task? Well, read on and you might just find out.

■ Soccer Cards USA '94. 17 Bit Software: Disk No. 2946.

Regular readers of the magazine will probably be aware by now that I'm a bit of a mad keen footy fan, so it should come as no surprise to discover that the first game to be reviewed this month is based upon this year's World Cup Finals in the USA.

Choose your team from the list of qualifiers (sorry, no home countries are featured, but then at least it's realistic), and then prepare to take on the rest of the world. As the name of the game suggests, Soccer Cards is a sort of cross between a good old fashioned game of footy and an even more old fashioned game of cards.

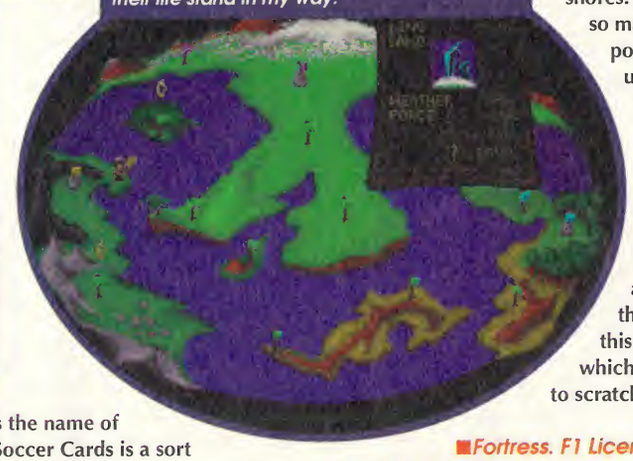
Playing against either a friend or the computer, each match is an extremely simple game of chance. The players take turns at choosing cards face down on the screen, and the face of this upturned card then reveals whether that turn has ended in a goal or a miss. Very simple, and obviously there is no skill involved whatsoever. Still at least the tournament unfolds as it should do, with the right qualifying groups and everything. There is even a file on the disk which tells you all about the history of the World Cup. Blandster that I am, I found this all very interesting indeed.

▼ TASK FORCE: You've selected your band of mercenaries, now lead them into battle.

■ Task Force. 17 Bit Software: Disk No. 2996

Steve is a big fan of games like Sabre Team, where you have to take charge of a plucky band of specially selected characters and guide them through a series of daring missions against a bunch of notorious evil-doers. Task Force is a game very much in the same vein. First of all, empower your charges with as much heavyweight weaponry as they can carry, then lead them off to foreign shores. Each man has only so many movement points which can be utilised before his turn comes to an end, then it's the turn of the enemy to move and fire their weapons at you. Games such as this are very addictive, and this is the first PD game of this particular genre which seems to come up to scratch.

▼ FORTRESS: Ha ha! The world is mine. I shall become king, and let nobody who values their life stand in my way.

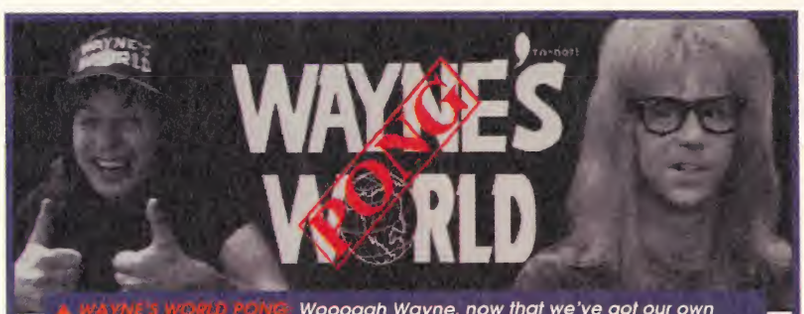


■ Fortress. F1 Licenceware. F1 Gold disk No. F1007.

Apparently based on the classic God games of yesteryear, Fortress is a sort of arcade/strategy affair which hails back to the glory days of Populous and Mega-lo-mania. The whole world is laid out before you on the screen, with places of interest indicated so that you don't get too confused. The aim of the game is to build your armies and enter battle to take control of enemy castles and eventually, if you are good enough, the whole world. Battle sequences form a major part of the gameplay, and the 64 colour graphics and 170K of run-time sound effects make Fortress a game which is an absolute marvel to behold. As long as you have the 2 Meg machine necessary to play it.

■ Wayne's World Pong. 17 Bit Software: Disk No. 2989.

Wayne's World, Wayne's World, party time, excellent! etc. etc. Yes, fans of the life of the world's ultimate loser (not taking Garth into account), and the old classic Pong, can heave a sigh of relief. Your two favourite pastimes have been combined to breathe new life into the old game of bat and ball. Gameplay remains the same, but each successfully



▲ WAYNE'S WORLD PONG: Woooaah Wayne, now that we've got our own Pong game our babe lair will become chick central. No way. Way, etc.

▼ MEGABLOCK 2: Okay, so I'm not doing particularly well in this game, but I needed a few blocks on the screen to make a decent screenshot.

deflected ball results in a satisfactory "Schwing" sample, and er... to be honest not much else besides. Random samples celebrate the winning of a point, and a heartfelt "Schaawing" signifies when one player has reached the ten points required to win a game. It may sound childish, and I'm glad to report that it most certainly is.

■ *Megablock 2. 17 Bit Software: Disk No. 2992.*

Tetris is one of those classic games that never goes away and still has an enduring appeal no matter how many times you play. Paul spends many a boring lunchtime constructing the most ridiculous collection of blocks ever seen on his Mac, and the sad fact that someone is usually watching this inept display goes a long way to describing the tedium that is 1-2 pm in the office. Megablock 2 is a sort of Team Tetris, with two players taking turns to rotate and position consecutive blocks as they descend from the heavens. It might not seem much, but the satisfaction to be gained from clearing a line ahead of your opponent is more than significant, especially when your opponent is Steve.

■ *Megaball. 17 Bit Software: Disk No. 2969.*

After Pong comes Breakout. Aha, this month's PD section knows no shame as far as pure and unabashed nostalgia is concerned. Megaball takes the original Breakout idea a little further, with each level consisting of the most curious assortment of bricks ever assembled on a computer screen. Bonuses are released when certain bricks are hit, and, depending upon their purpose, they can cause havoc at the most frantic parts of the game. For instance, some of these bonuses will make your bat smaller, some will increase its size, and others will simply lose you a life without so much as a by your leave. At one point I even managed to time warp myself to a much later level of the gameplay. It's this kind of wonderful confused mayhem which made me keep playing time and time again all the while muttering "Just one more go" under my breath.

■ *Karate Master. F1 Licenceware. F1 Premier Disk No. F1010.*

The majority of beat'em-ups are pretty far fetched to say the least, what with unbelievably deformed characters performing acrobatic feats which their bulky frames would never allow them to do in reality. So, it makes a change to see a beat'em-up which is described by its publishers as a serious Karate Sim with all the speed and variety of moves and excitement of the real sport.

A two player option allows you and a friend to take charge of a pyjama clad warrior each, and then it's battle time. Fifteen moves are accessible altogether, including somersaults, roundhouse kicks and jumping spin kicks. And when you learn that this is coupled with increasing enemy intelligence over 99 levels, ten fighting speeds and a sub game every two levels, you should be suitably impressed. Personally I feel that Karate Master is a long way from recreating the "excitement of the real sport", but it's fairly good stuff nontheless and I quite like it.

▼ KARATE MASTER: My spinning jump has confused my opponent.

■ *Xmas Time.17 Bit Software: Disk No. 2952.*

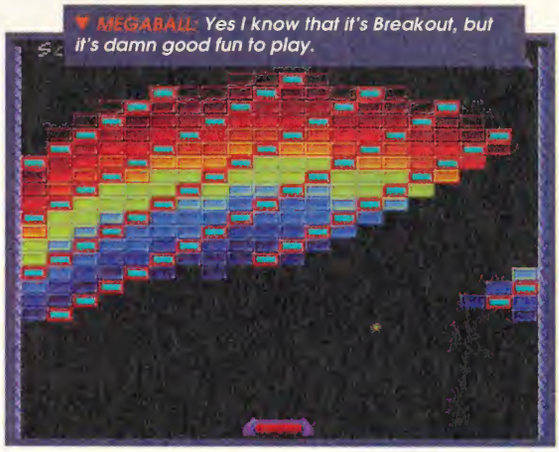
That Santa Claus gets everywhere doesn't he. The fact that it isn't even December doesn't deter him from making an appearance in the May issue of Amiga Action. Complete with sack of toys he must battle his way through levels of snowclad platformery, whacking baddies on the head with his heavy sack, and collecting prezzies as he goes. Good clean fun, and it's just a pity that I didn't see this during the yuletide period.

▲ XMAS TIME: The red baddy approaches Santa unaware of the bearded one's sack.

■ *Silverblade/Sim Fish.17 Bit Software: Disk No. 3019.*

Finally, as far as novelty items go, I didn't think I'd find anything to rival Wayne's World Pong this month. However, I was woefully incorrect. On the same disk as Silverblade, a helicopter shoot'em-up which I didn't like one little bit, there was the intriguingly titled Sim Fish. Basically, you control a large carp like creature as it swims around a very small (but perfectly formed) fishbowl. You can even spit at another fish in the bowl every now and then if the fancy takes you. I'll freely admit that it's pointless rubbish, but ooooh, it kept me occupied for literally er... minutes.

▼ SIMFISH: Who said that computer games weren't interesting and educational.



▼ MEGABALL: Yes I know that it's Breakout, but it's damn good fun to play.

CONTACTS

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BLUEPRINT

It's a funny old time, this part of the year. Amiga releases are seemingly on their summer holidays, flexing their metal shutters and oiling their glossy boxes, while the development bunch take centre stage. In-depth study of these 'developed' little beauties should give you some idea of what they've been getting up to.

Theme Park

You've simulated a city and loved it, simulated ants, farms and even life itself, so now it's time to lighten up. Build yourself a lovely neverland, Michael Jackson style. But don't– (libel! – Paul).

p46

Banshee

Aaaaaiiileeeeee! That's what Banshees do. Will this one have you screaming with joy come the day of its release? Ooh... maybe.

p50

World Cup USA '94

You can imagine it now can't you. All those fat blokes with ten gallon hats singing the seventh innings stretch and asking why the posts have bits of string tied to them.

p52

World of Sensible Soccer

This is the sequel to Sensible Soccer, which was quite a good game a couple of years ago we're told. No-one here has ever played it, ever, but we're sure what they say about it is true.

p56

CONTACTS

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Plus!

Darkstone p.54
Benefactor p.60

THEME P

Designing roller coasters must be a fantastic job. Imagine trying to think up a ride that will scare the living daylights out of people!

▲ It's just like the Revolution at Blackpool isn't it readers? Oh yes it's scary alright.

▲ Planning the layout of your theme park is essential to your financial success.

▲ You can even build a mock Space Shuttle ride if the fancy takes you.

▲ Big bucks can always be guaranteed at Greasy Joe's Botulism Burger Stand.

When a gathering of downtrodden programers and graphic artists drown their sorrows in the snug recesses of the local hostelry, the tale of Bullfrog's Populous being turned down by every publisher bar one is bound to re-surface time and again. It's a fable of glory through rejection which is almost as legendary as the record companies that turned down the Beatles or the gallery that banished Van Gogh's 'Sunflowers' to the cellars for 40 years. Populous, of course, went on to gross the best part of £25,000,000 and Bullfrog is now one of the most respected teams in the country.

Their latest offering, Themepark, has been heralded as the most inventive and original concept for years. But as Chief Bullfrog Peter Molyneux recalls, praise in the early days was rare: "Ten years ago, when I started in this business, I felt out of step with popular game concepts. But I decided to go with my instincts. Ever since the Spectrum days, I've thought up designs and game concepts which were quite obviously different to the general perception of what a computer game should be, and I don't think that I've changed today" he says.

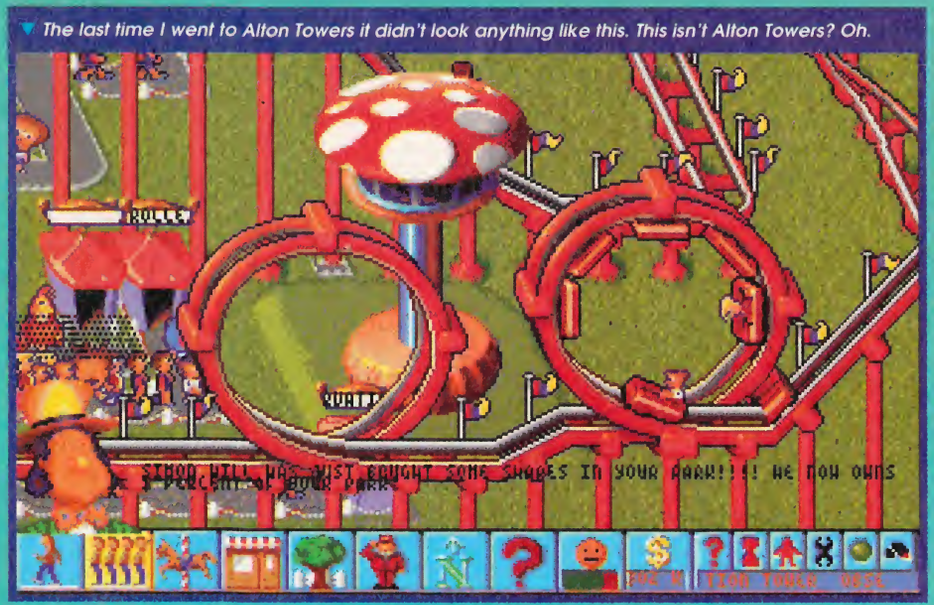
"heralded as the most inventive concept in years"

Ask the majority of game designers what project they're working on and they'll reply: "a simulation of a Stealth Bomber" or "a cutesy platform game starring Ferdy the Frog." But when I explain that 'You play God' or 'You're the manager of a Themepark' it never fails to raise eye-brows."

Themepark is the most advanced application of real-time graphics and advanced computer-intelligence yet seen and is a long way from the standards of Bullfrog's early games. Peter's first project, as he freely admits, showed a level of naivety that was scary. But the basic theme of the game still carries through to Bullfrog's latest game concepts, most notably Theme Park.

But what about that first embarrassing effort then Peter? "It was called 'Entrepeneur'. A real-time game about becoming powerful and rich. I was convinced it had 'HIT' written all over it! I put mail order adverts in magazines, rented a warehouse, widened the letterbox and warned the Post Office to expect an avalanche of mail. I sat on a stool by the door with a cup of coffee and waited. A Postman's footsteps... no delivery van and two envelopes flung through the hole in the wall without touching the sides; one a rent reminder, the other a flyer for wall-cladding... ideal for a prefab warehouse."

▼ The last time I went to Alton Towers it didn't look anything like this. This isn't Alton Towers? Oh.



ARK

▼ Have you ever seen a roller coaster as strange and scary looking as this? I don't think so. With this game you can build them as big, fast and scary as you like.

With the launch of the Amiga, Molyneux decided to concentrate on mastering the art of programming. Even today, with over 40 other production personnel working for him, he is just as involved in the coding of the games as ever. He still earnestly describes the role of programming in game design as: "the only real way of seeing how a project is progressing."

Springing from these renewed endeavours came Populous. The game had the player taking the role of a god capable of re-forming land, causing drought, famine, flood and volcano. The idea was, to say the least, unusual. Molyneux well remembers the almost universal rejection of Populous: "You only had to say that there was no actual shooting or fighting in the game and publishers would just switch off... you could actually see their eyes misting over!"

An equally successful sequel, Populous 2, enabled Molyneux to enlarge on the concept and includes all the features there wasn't room for in the original. Then Bullfrog wheeled out the engine once again for Powermonger, which demonstrated a progression of the real-time concept. But Molyneux was unhappy with the isometric look and feared people would think Bullfrog were milking it somewhat. It was obviously time for something different. Syndicate provided a radically different angle in theory but was really only drastically different with the level of violence it included. Theme Park, on the other hand, recalls the days of inspired orginality.

The idea for Theme Park came from the most obvious source: "I'm a real 'white-knuckle ride' junky!" Molyneux admits: "I was at Alton Towers, queueing for the notorious roller coaster. As we shuffled along a few inches at a time, there was a sign which said "30 minutes to go!" This was for a ride that lasted barely a minute, and nobody seemed to mind! Meanwhile, the queue chatted enthusiastically about the last time they'd been on the ride... someone had lost the lunch they'd eaten half an hour earlier and somebody else further down the train got sprayed by a liquidised egg mayonaise baguette. I suddenly realised that a theme park's success was down to the most scary ride designs. The rides that people would boast about going on. To be a roller-coaster architect must be an amazing job... to find the line between a pulse-quickening and a pulse-stopping ride!"

Bullfrog worked on the concept, Molyneux's imagination ran riot and the project turned into an entire theme park management simulation: "I imagined what it would be like

▼ Helpful menu icons make it easy for you to control the day to day running of your utopia of entertainment.

▼ It's so realistic that even the kids who get lost howl for their parents. Waaaaaahhhh!

▲ The ghost train is an essential part of any Theme Park, and this one is no different.

▼ Queues begin to form at the most popular rides, with the punters growing impatient all the time.

to compete comercially against other theme parks on the basis of outdoing all the others with the fear-factor of rides."

The whole Theme Park look simply invites you in. It's a strange, splayed out perspective which at once gives the player a sort of pavement-level and aerial view of the park. You can actually see the expressions on visitors' faces. Molyneux describes the process of getting the look just right: "We tried all sorts of perspectives, first person, isometrics... I really loathe isometrics now! Then we hit on a false perspective which allowed more expression and detail." The result looks more like a cartoon, the sort of drawing that has a style which wouldn't be out of place in the Beano.

"It looks to be enormously addictive"

There seems to be no limit to the elements incorporated in Theme Park. Molyneux enthuses that "The game works on a number of levels. From a design facility you can build the rollercoaster and other rides which all have a "wow!" factor. There are Burger bars to be kept hygienic to avoid illness and litter must be collected. Everything to keep the visitors interested, happy and safe. If you leave a rollercoaster unmaintained it speeds up until the occupants are either sick or thrown out and the machinery catches fire. So installing the right level of maintenance is important.

And as well as the fun-seekers you must look after the welfare of your staff and keep them happy."

The real-time element of the game is a direct descendent of LCP, Populous and most recently the ultra violent Syndicate. Molyneux explains: "We've fine tuned the real-time and computer-controlled elements to such a level that these people actually live and think, decide where to go in the theme park, which rides to go on and if they don't like something they leave and tell their friends, which of course affects attendance figures." If the park becomes run down it attracts thugs and vandals in search of the wrong kind of fun.

The project soon developed an entrepenerial edge and the main objective is to become a themepark magnate. Molyneux explains: "You compete against 40 other theme parks up and down the country on the excitment of rides, cleanliness and general entertainment and atmosphere. Money taken on the turnstiles can be ploughed into the theme park to improve facilities and also invest in run-down themeparks."

▲ I don't know what this particular ride is, but it looks like jolly good fun.

Ask a game designer where the fun is in a military aircraft simulation and he might say: "seeing a Sidewinder scream across the sky and hit its target." A programmer involved in an unarmed combat game might comment: "the round-house kick to the temple has a really satisfying crack." Ask Peter Molyneux about Theme Park and he says "You really get a buzz when a coach-load of excited visitors arrives. Will they enjoy the fruits of your labours or will they go home miserable?" Sounds a bit feeble by comparison. There is nothing weak about Theme Park though, it looks to be enormously addictive.

Bullfrog has the unique talent for dreaming up the unusual and turning it into superb entertainment and comercial success. Every Bullfrog release has dominated the number one spot in the charts, except one, a platform game called Flood. It seems where Bullfrog tried to conform to convention they failed woefully. Theme Park is brilliantly original. It's what Bullfrog do best.

PROJECT:	Theme Park		
HOUSE:	Electronic Arts 0753 549 442		
TEAM:	Bullfrog		
RELEASE:	June '94	INSPECTED BY:	Jason

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Banshees eh? Aren't they those jobs that wail in big old houses? Oh well, here goes...

BANSHEE

As I write this it is just coming up to ten in the morning and I am sat in the Amiga Action office alone, at least in the editorial sense. The reason is that our illustrious, not to mention hardworking editor and his sidekick, Neil, have not seen fit to show their faces yet this morning, or bothered to phone in.

For the last hour Brad has been horrifying Rog and Sue with gruesome tales of what could have happened to them, but has for about the last fifteen minutes or so been growing gradually quieter, and even, dare I say it, a touch pasty faced at the thought that one of the ideas he has been touting may be true, and he could be forced to take his own life tonight through guilt.

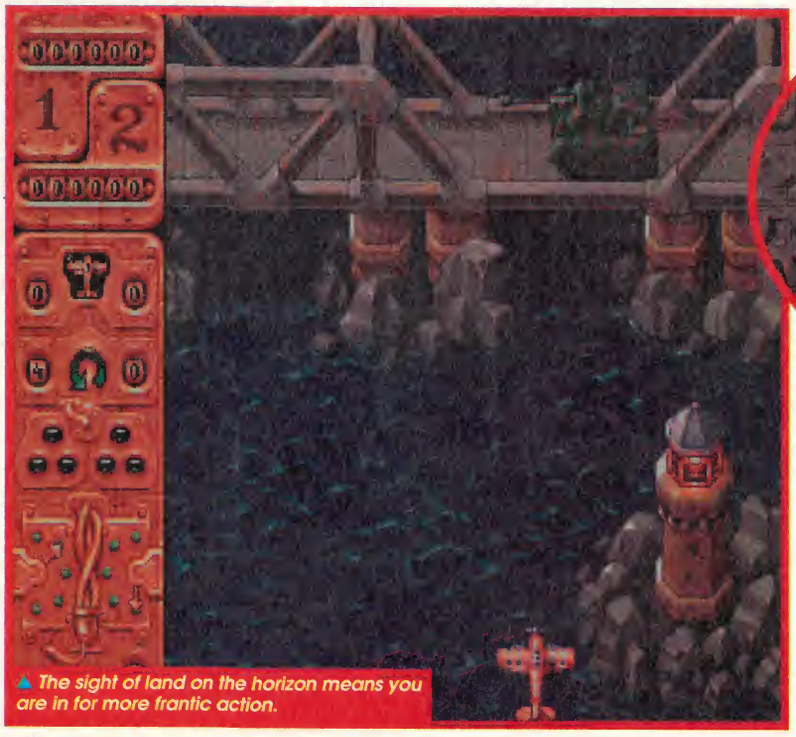
All this has absolutely nothing to do with Banshee of course, but I thought it would give you an insight into just what life is like within the lead lined walls of Europress. As for the game – (about time too! – Ian) well, we received a demo version of this through the post and I played it for quite some time, and I have to say, I was more than a little intrigued, so I pulled on my coat, picked up my keys and shot off in search of the programmers.

Oh hang on – guess who's just walked through the door? Yes, that's right, Paul and Neil have arrived. At this moment Brad is hugging them both, his face the image of relief as he cries "Thank God, thank God you're alive!" time and again. Apparently, they have been sat on the slip road of the M62 for over an hour waiting for some breakdown service or other to attend to Neil's car, so it isn't quite as nasty as it could have been. Unfortunately.

▲ Spectacular explosions are plentiful throughout the early levels of the game.

Banshee is very reminiscent of the arcade classic 1942, and Core, to their credit, are not going to any great lengths to deny it. In fact, they are even touting it as an advantage. The game's main programming geezers, Jacob Anderson and Soren Hannibal were tactfully

▼ Strange that a world war two-esque aircraft should come up against such advanced foes.



▲ The sight of land on the horizon means you are in for more frantic action.

◀ Huge craters are all that is left of what only a few seconds ago threatened to destroy you.

▼ You embark upon another treacherous strafing run wondering if you'll make it.

▼ Foot soldiers are destroyed in a way very similar to a popular Sensible Software game.

▲ Cutting off the enemies supply routes will probably make life much easier later on. Or maybe it won't. Who knows?

quizzed as to where the idea for the game originated from.

"Both of us are shoot 'em-up fans, but there are almost no good shoot 'em-ups out for the Amiga, and certainly not for the A1200. So we just started at home putting together a very simple version which we then sent out to various software houses. We've looked at games like Raiden II, Project-X and SWIV, along with several console shoot 'em-ups to see what was good and what should be improved to make a good shoot 'em-up game."

This leads us on to the all important question these days, is the game being specifically designed for the A1200?

"Yes it is. We started writing this for the A500 but it was very restricted in both memory and processor time. So, we deleted everything that we had done and started over, using the AGA chipset to its limits. At the moment we have got about 900k of graphics for level one alone. Strictly speaking it isn't just A1200 only though – it will make an appearance on the CD 32 with ray traced animation sequences and CD quality music."

The action, in the version I experienced anyway, was certainly fast and frenetic, and, at times, the amount of action that was taking place on the screen at once with absolutely no noticeable slowdown was quite overwhelming. We asked Jacob and Soren what they felt were the major features in their game.

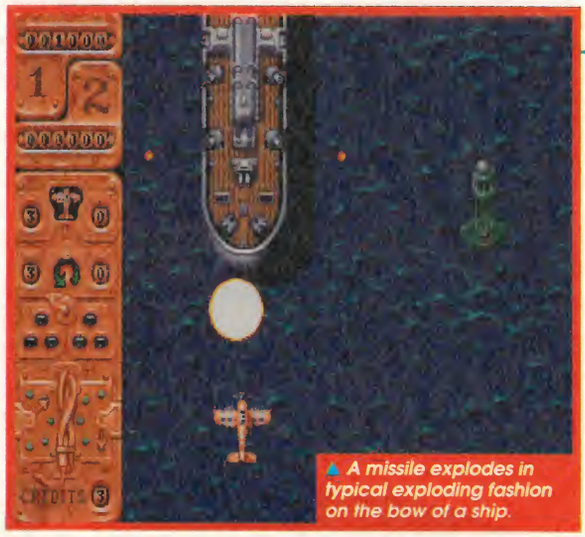
"...improvements may make Banshee an essential purchase."

"Well, the game runs in 64 colours which leaves some bitplanes free for special effects like transparent parallax scrolling fog, rain, snow and, later on in the game, when things start to get weird there will be transparent laser shots and so on if you get the idea. It also runs very fast, if you consider how big the enemies are, and how many there are of them on the screen."

I couldn't really disagree on that score and I can certainly vouch for the game's speed, although how proud a boast that can be on a machine as technically capable as the A1200 I'm not so sure.

There's plenty to be added on yet in the final stages of development, with the game play also due to be tuned up and honed to perfection, along with improved graphics and the like. To be honest though, even if they released it in this state, most would find it more than acceptable. It's looking good.

▼ Submarines emerge from the murky depths to launch a barrage at you.



▲ A missile explodes in typical exploding fashion on the bow of a ship.

▼ Rog questioned me about this grab, but I assure you it is meant to look like this. It's fog.

PROJECT:	Banshee
HOUSE:	Core Design 0332 297797
TEAM:	In House
RELEASE:	TBA
INSPECTED BY:	Steve

▼ Look out, it's a corner. The display allows you to determine the flight of the ball into the penalty area.

▼ The opposing centre forward bears down on your goal, the ball seemingly glued to his feet.

WORLD CUP USA '94

With the World Cup only a few short months away, US Gold enter the footy fray.

Pathetically sad and obsessive footy fan that I am, I can always be safe in the knowledge that I'm not alone. Millions of people across the globe share my interest in "the beautiful game", and I have no doubt that if you were to ask any one of these people to name the occassion in the sporting calender which arouses the most feeling and passion within them, their replies would be pretty similar : "The World Cup Finals".

The largest and most watched sporting spectacle in the world (even outdoing the Olympic Games in this respect), the World Cup is without doubt the pivotal point in the World's sporting calendar.

US Gold, those masters of the sporting simulation, won the scrap to pick up the licence of this year's jamboree in the USA and thus World Cup USA 94 was born. Making use of an overhead view, USA 94 attempts to bring the magic of the World Cup to an arcade football game.

"...allows you to fine tune skills such as dribbling..."

Striker, the snoopy type mascot of this year's tournament is featured strongly throughout. The canine hero appears on all the menu screens and pops up at the end to commiserate or rejoice with you depending on the result.

All the teams which have qualified for the finals are featured in the actual groups in which they are to play, and unfortunately as we all know that does not include any of the home countries. The plucky Brits are included, however, along with others who didn't make the finals. A handy edit facility allows these teams to compete alongside those who actually did make it legitimately (bet you wish you had one of these eh Graham?).

Other features include detailed team statistics, an edit facility which allows you to change the formation of your hopeless bunch of cloggers, and a special plays editor which enables pre-rehearsed moves to be included as part of the gameplay.

Perhaps the best feature though is a training option, which allows you to fine tune skills such as dribbling and shooting before you actually take to the field.

As you are probably aware, there is an absolute plethora of arcade football games in the pipeline at the monent, and it remains to be seen how they will shape up against each other come the real World Cup. One thing's for certain though, World Cup USA 94 will be up there competing with the best of them or I'm a Dutchman. Probably Ronald Koeman.

Check out the ball as it leaves the ground and grows in size. ▶

▲ Look at number nine with his hands on his hips! Get a tackle in man!

PROJECT:	World Cup USA '94		
HOUSE:	U.S. Gold 021 625 3366		
TEAM:	In House		
RELEASE:	TBA	INSPECTED BY:	Neil

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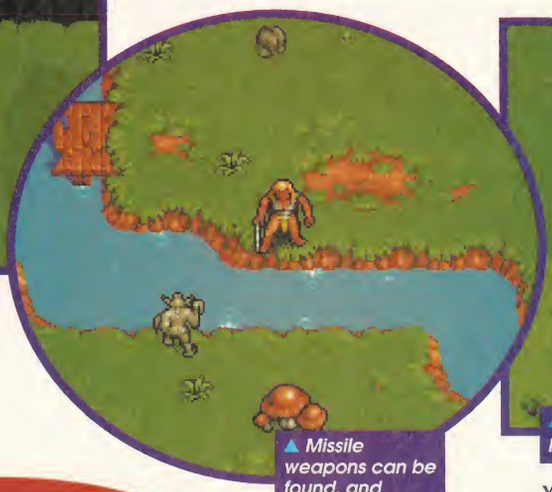
Euro Mayi

DARKSTONE

Chaos Engine meets Dungeons and Dragons in this strange sequel.

▲ The muscular warrior refuses to cross the web of the giant spider queen.



▲ Missile weapons can be found, and would be extremely useful in this instance.

▲ He's behind you, Darkstone the pantomime. Strange concept eh?

Darkmere, the prequel to Darkstone was one of those games that get endlessly put back and back, leading to immense frustration on the part of the software buying public. It also leads to problems for us, having to put up with your moaning when the game we've previewed doesn't appear.

This series has a more bizarre twist than most. The sequel is already well on its way before the original game is ready for review (Wrong! – Paul), which has to be a first, I'm sure.

> "...jam packed with heroes, heroines and horrifying monsters"

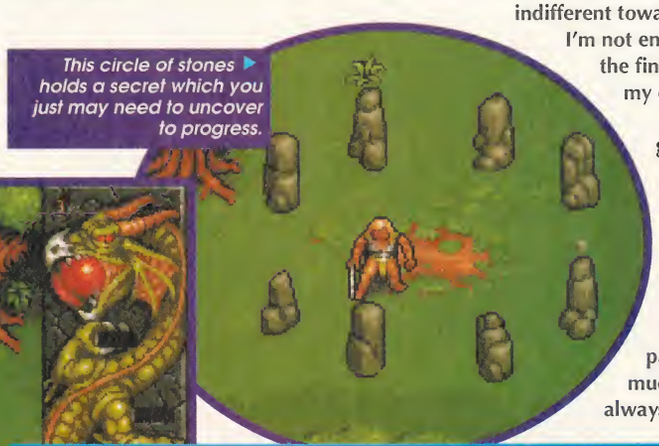
Anyway, it seems to be basically another one of those medieval RPG type things, jam packed with heroes, heroines and horrifying monsters, not too mention of course, a quest.

The storyline is a bit sketchy at the moment, but entails a lonely spirit painfully cast to an earthly base and left alone, confused and in a human form strange to it. You must choose a character before entering the vast forgotten lands spread over seven extensive game levels and then fight your way through all of Agon's nasty, evil demonic hordes in your attempt to banish the Dragontime scourge from your fertile lands.

You'll also have to use your mental agility to solve the fiendish traps and puzzles featured throughout a multi directional scrolling environment, viewed from a top down perspective. The game gives you the opportunity to interact with dozens of characters, each with unique personalities.

The whole thing looks as though it will be highly in depth when finished, and certainly looks to be the kind of material Role playing fans will get more than a touch excited about. As for the rest of us, personally I feel totally indifferent towards it as this stage, although I'm not entirely closed to the idea that the finished version may well turn my opinion around totally.

There aren't that many games of this type around at the moment, which could give Darkstone a boost in the appeal department. This can only be a good thing as far as Core are concerned. The idea behind Darkstone isn't one particularly grips me that much. Mind you, I could always be wrong. (Yup – Paul).



▲ This circle of stones holds a secret which you just may need to uncover to progress.

▲ Aside from the forests, there are all manner of villages to be discovered.

PROJECT:	Darkstone		
HOUSE:	Core Design 0332 297797		
TEAM:	In House		
RELEASE:	TBA	INSPECTED BY:	Steve

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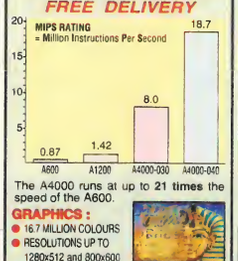

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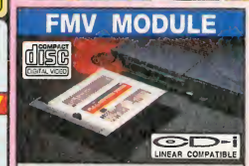

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World Of Sensible So

You've got your World Cup '94, you've got your Sierra World Challenge. But the daddy of them all is on its way, and you'd better believe its good.

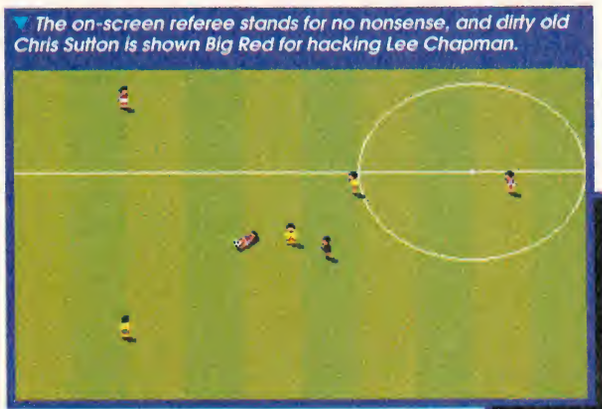
"Pearcy bungled and British Airways maintenance crews had to hastily spray over the 'Official England team airline for USA 94' legends on various 747 and 737 fuselages. A certain VIP party had their first-class reservations surreptiously cancelled. Solace, however, comes with the eagerly awaited Sensible World of Soccer. Here, at least, is an opportunity to show how it should be done.

Licensing is big business in footy games. Gazza, Giggs and Keegan are just a few of the famous names to have endorsed games for reputed six-figure sums, yet one game has proved more popular than all the rest, and it doesn't even bother with an endorser. Which game has managed to achieve this feat? Why, diddy old Sensible Soccer from Sensible Software, of course.

Irony is something that Sensible Software thrive on, with team leader, Jon "mad as a March" Hare leading by example. Ask him about the video game and its role in modern western society for example, and a typical "Hareism" might be: "If the milkman calls, there's a tenner under my slippers." Or "I always find preparing food in a well-designed kitchen a joy." Indeed, like Charlton Athletic, Sensible Software is a contradiction in terms. They're all nuts.

The original Sensible Soccer is easily the best-selling sport-sim of all time and arguably the top seller ever on the Amiga. But the sequel is up against some expensive licences and high profile labels – "Official LA 94" boasts one, "FIFA Approved" states another. Asked to justify a sequel, Jon Hare's answer typifies his timid, self-effacing nature: "Whether arcade or management-style, we're going to make all the other football games look completely shite!" The SWOS project has been in development for about a year.

First impressions of the game at this stage of the production make you wonder what the team has been doing for the past year. SWOS looks suspiciously similar to the original. Jon explains: "Er, well, we haven't actually turned our attentions to the game yet. The general look won't change greatly. Gameplayers liked the original and there's much to be said for



▼ The on-screen referee stands for no nonsense, and dirty old Chris Sutton is shown Big Red for hacking Lee Chapman.

▲ Not content with that, he proceeds to put his talent to use at every opportunity. (Like that bloke who– oh, forget it – Paul).

▲ Tournament mode has been revamped, and the top teams are seeded for maximum realism. Er, even though they aren't in real life.

▲ Style is always important for aspiring young stars, and the game now contains even more kit design options.

that faithful old adage, if it ain't broke don't mend it."

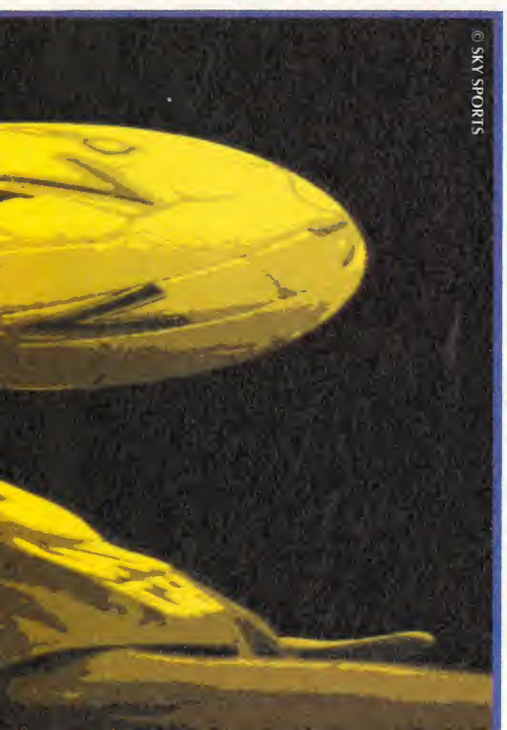
During the passage of time between Sensi Soccer and the SWOS project (two years) some design houses tried to break with the traditional convention of arcade soccer and the overhead view with dumpy little players charging to and fro.

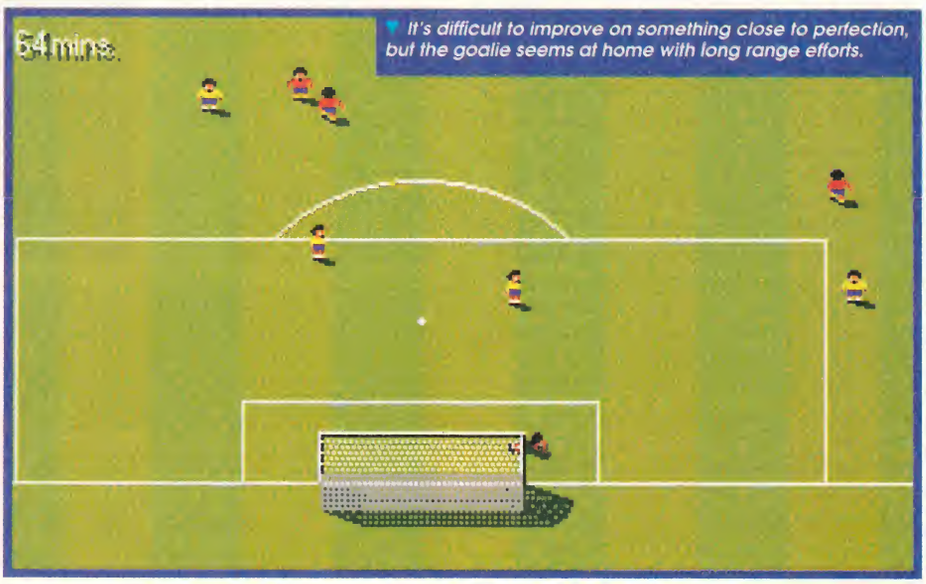
Jon Hare isn't having any of it: "There's been experimentation with television-style camera views. The graphics look impressive, so what? It detracts from control and gameplay enjoyment. In these graphical conditions, it's more difficult to determine what player is nearest the action and the angle of perspective plays tricks on the eye, especially the depth and width of the pitch, judging passes is too much of a hit 'n' miss affair and positioning players to intercept the ball is over awkward, if not impossible..."

"We're going to make other games look sh*te!"

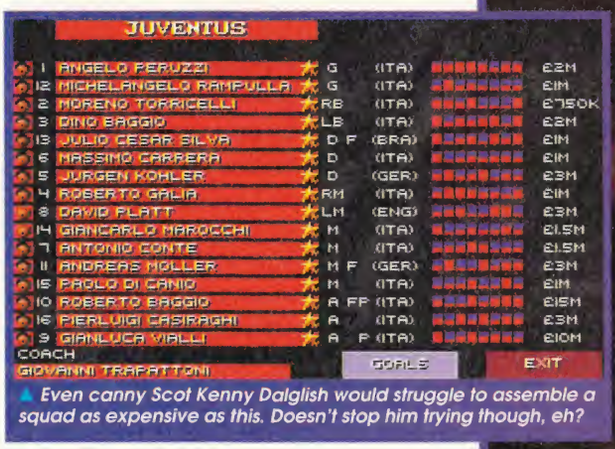
But surely it isn't that bad? "...This difficulty can't really be mastered, it's guesswork which I reckon detracts from direct skill and technique." adds John "So if the aim is some sort of realistic simulation, why present the game like TV coverage? You can't score goals from your armchair. What might work for an American football simulation doesn't necessarily work here. You're just never really right on top of the action with that sort of perspective."

What makes the Sensi Soccer perspective so bleeding wonderful isn't immediately obvious. "When we first





▼ It's difficult to improve on something close to perfection, but the goalie seems at home with long range efforts.



▲ *Even canny Scot Kenny Dalglish would struggle to assemble a squad as expensive as this. Doesn't stop him trying though, eh?*

started designing Sensi Soccer, obviously we thought about the two most contentious issues in a soccer game, the things that journos get in a foam about, presentation of the pitch and the control interface."

Call it the blimp-eye view, the sheer stadium size and ambience of the game, the ample elbow room to re-enact Pele-style runs. Whatever the reason, footy game fans warmed to Sensi. Jon continues: "One thing was certain, we couldn't alter the dimensions and scale of the game and the graphical detail was adequate, so tinkering with visuals to any great extent would be a waste of time."

The Sensi Soft boys have turned their attentions to the theme of team management... and how! A whopping 1500 teams feature in the game. although the term 'feature' underplays the enormity and complexity of such an undertaking. Working on an average of 15 players a squad that's 22,500 individual players.

> *"a whopping 1500 teams feature in the game"*

Consider that the season stats of the British Isles League divisions would fill an average Stephen King-sized paperback each season, multiply that by a 1,000 and you get some indication of the size of the problem." Talk about suffering for your art! Although the Sensi boys have a confession to make: "Erm, we did get a bit of help with the research," blushes Jon.

That helping hand was from Mike Hammond, who collates stats from every single team in the world, painstakingly compiles books on the subject, and is also the official source of soccer information from anyone from the good old BBC to the Kampala Bugle: "Mike sends us thorough updates on a regular basis and we integrate the stats as we go along." No sleepless nights and bleary eyes for the Sensi boys then.

The game is layer upon layer of menus and stat screens fuelling avid manager types with every single piece of information from player values and fitness status to team positions. Depending on which league or tournament the player selects, all the stats are constantly updated in realtime. Jon continues: "We've given players a monetary value and part of the management objective is to stay competitive in the transfer market as well as on the pitch."

What about scouts? "You've got scouts out and about looking for talent." Good. Before I can get out another word Chris Chapman pipes up: "But playing the full management role is a battle from the board room to the boot room." Thanks Chris. Do people really want management games? Jon answers: "Anyone who doubts the popularity of management games needs only look at Addictive's Football Manager series."

True enough, the good fortunes of aptly-named publisher Addictive Software are indeed well documented. Billy Connolly lookalike Kevin Toms, who designed the Football Manager series, made a ruddy great fortune.

I venture to ask Jon about the game itself: "Well we're putting a ref in. He'll be off screen until some indiscretion and then come on screen, but he won't have much to do with the actual game." What about the prickly issue of offside, rarely an aspect to creep into video-game footy but an important issue surely? "Don't really believe in off-side. It ruins some really great goal-scoring opportunities. But seeing SWOS is going to be the most realistic and thorough soccer sim, yes off-side is in."

Perusing through new pitch designs, I notice mud and puddles and assume inclement weather may play a part in the sequel: Jon explains: "We've integrated a sophisticated real-time weather factor which definitely plays a big part in play and causes all sorts of problems controlling the players." You'll need good control then? "Don't worry", says Jon, "We're fine-tuning control and making the individual players skills and abilities more valuable so that, in a sense, you have an important coaching role in the training and skill of the whole team."

The stats are still pouring in from the statistician's statistician, Mike Hammond, and as the team enters the latter stages of the project all eyes are on them to come up with a crowd pleaser. As El Tel might say: "Football's a game of winners and losers." As Jon Hare might say: "Always wipe excess grout from the tile surface before it dries as it saves unnecessary hassle later." Ah, sweet irony! Sensible World of Soccer is due for a May release. And so am I.

▲ *They've never been the same since David Platt left. Damn that inconsistent home form, and who the hell are Lucchese?"*

PROJECT:	World of Sensible Soccer
HOUSE:	Renegade 071 481 9214
TEAM:	Sensible Software
RELEASE:	Summer '94
INSPECTED BY:	Jason

"UNDER NEW MANAGEMENT"

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Ben relaxes and takes a break between levels.

Ben leaps heroically towards the imprisoned Merry Man.

BENEFACTOR

Lemmings meets Flashback!

Across the depths of space, a distress signal is echoing its desperate message to the rest of the galaxy:

"Merry Men imprisoned... Rainbow Machine captured... Planet doomed... need help quickly!".

A curious message indeed, but to one man, Ben Bright, the Benefactor, this transmission makes perfect sense. Being a pacifist by nature, Bright sets off unarmed to free the Merry Men from incarceration and save their planet from evil.

Combining two classic games from different genres may seem a daunting task at the best of times, but Sweden`s Digital Illusions have grasped the bull by the horns and attempted to cross Flashback with Lemmings. The result is a platform type game with mind bending puzzles thrown in along the way for good measure.

The most notable thing about Benefactor is the size of the sprites, and if you've seen last month's excellent cover disk demo you'll know just what I mean. These have got to be the smallest graphics ever to grace a top quality game on the Amiga.

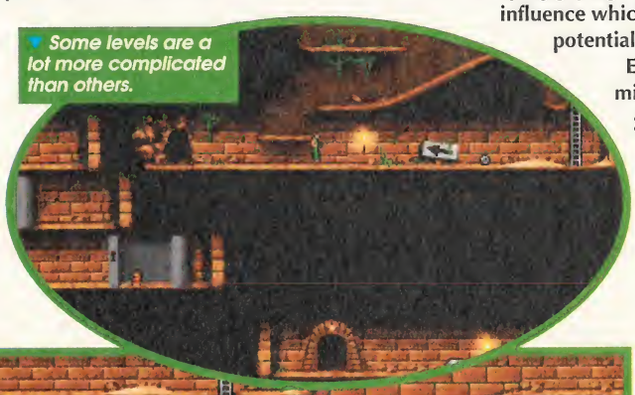
"a platform type game with mind bending puzzles..."

The Flashback element of the game is easy enough to understand, with hero Ben running around the screen, climbing up ladders and leaping gaping chasms. But it's the Lemmings influence which really makes Benefactor a potentially great game.

Each level features a number of minute Merry Men who must be given their freedom before you can attempt any of the puzzles. So grateful are these creatures to be released from their incarceration that they are only too willing to help you in your cause, and can be used as willing tools in the race to solve each level's puzzles before time eventually runs out.

The finished product will consist of some 60 levels to battle your way through, including six different worlds such as Ancient Egypt, The Future and a Blizzard. Several baddies make an appearance as well, making the game steadily trickier the further you manage to progress.

With Benefactor, Psygnosis and Digital Illusions have produced a veritable curiosity which I can see becoming just as popular as the Lemmings games. It would have been very easy for the programmers to fall between two stools, as it were, and produce a game which leaned too far in the direction of either a platformer or a puzzler, but as far as I can tell, the balance seems to have been struck damn near perfectly.


Some levels are a lot more complicated than others.

Life inside an Egyptian tomb isn't all gold masks and scary mummies. Oh no.

Each level contains an impressive amount of minute detail.

PROJECT:	Benefactor
HOUSE:	Psygnosis 051 709 5755
TEAM:	Digital Illusions
RELEASE:	TBA
INSPECTED BY:	Neil

System Game

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Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A or Newcastle in Division One? Who wants to play a game that features Roy Keane at Forest or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!

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work in progress

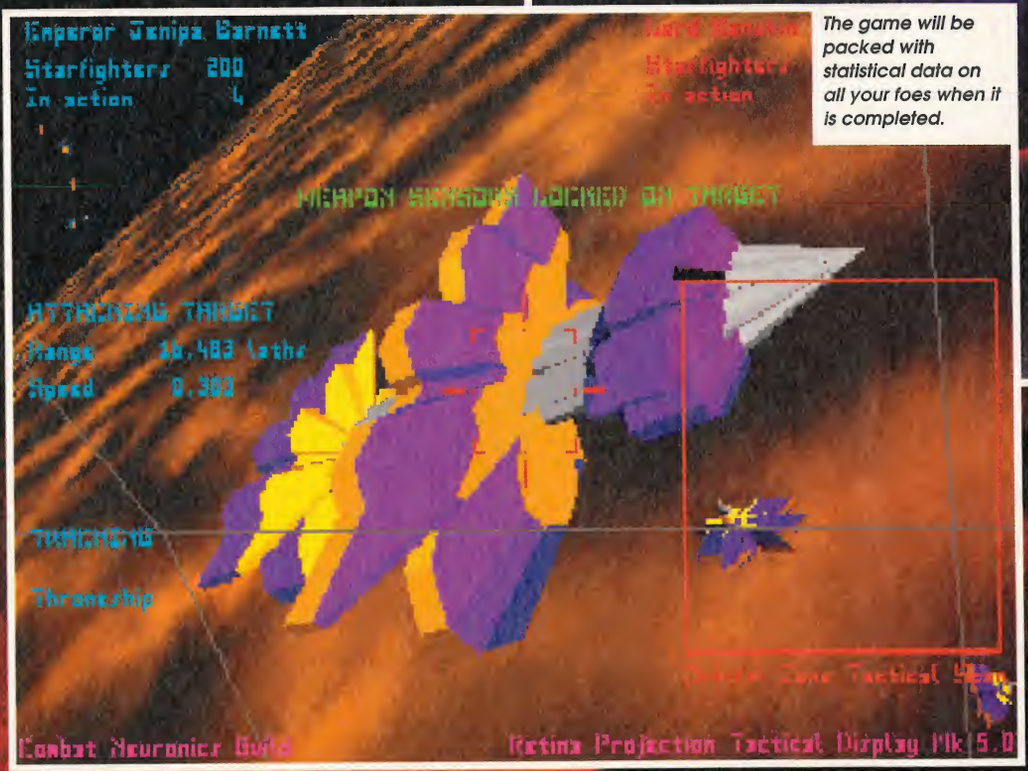
STARLORD

Part 2

Fancy a bit of a part two on our Starlord feature then? Well, we get into gear with it now, albeit a month later than we promised.

BY: STEVE McNALLY

The battle sequences are some of the trickiest I have ever encountered.



The game will be packed with statistical data on all your foes when it is completed.

OK, so it's late. I know we promised it for the last issue but it just didn't happen for one reason or another, no excuses, you'll just have to accept it and make do. Having read the totally objective and completely unbiased view of MicroProse's PR Manager Jason Dutton in the March issue the time has come for us to put our oar in regarding what we actually think about it.

Starlord, billed as the game of galactic domination is one of those all out strategy affairs that we all love. When you think about a game of this type what is the first thought that comes to mind? If you're honest, the majority of you will say "dodgy graphics". Starlord is the exception to this unwritten rule, in that it looks very smart indeed.

Anyone who has seen the already released format that must not be named version will be well aware of the quality of the images that are presented during the game, and while the Amiga version obviously loses something in the translation, it is still well above the average standard.

Of course graphical quality is largely irrelevant in games of this type, and I suppose this is the reason that most development teams choose not to expend their time and energy on what they probably consider to be a worthless cause. While I don't agree that aesthetical quality should be sacrificed, I can see that the vital element has to be the gameplay, and importantly the amount of detail, both statistically and in the storyline, that the game provides for the insatiable player.

Starlord was universally acclaimed on the format that must not be named and Amiga owners can rest assured that the actual game itself will lose absolutely nothing when it's transferred onto the Amiga. You are cast in the role of a Starlord, hence the title, a breed of leaders who are always hungry for more power than they already wield (sounds like editors to me – Ian), and are prepared to go to any lengths to achieve their aims, no matter what the cost in terms of the lives of others.

To begin with you only command a single planet. Your goal is to expand your empire until you become the galaxy's head cheese, leader of all the egomaniac Starlords.

I fear I may have given you the wrong impression earlier as to the true nature of the game. Although expansion can in many cases only come through hostile acts against other races a lot of the

Some of the enemies you will encounter are breathtaking to say the least.

Screenshots taken from the format that must not be named.

time the pen is mightier than the sword as they say. Diplomacy is called for on numerous occasions, especially in the face of a stronger enemy, when a bit of tact and careful negotiation can often serve your purpose just as well as a smack in the face, if not better come to think of it.

Treaties play a major part in the game as, to use another well worn phrase, it's not what you know, it's who you know. A powerful friend is far better than a powerful enemy both in life and in Starlord. I should even imagine that the pacifists among you could manage to complete the entire game without ever taking part in a battle that you initiated, although you would undoubtedly miss out on a lot of the fun, as the flying sequences are looking particularly stunning at this point.

The whole game is extremely complex, even a little overpowering at first. If I hadn't been shown around the game by someone who knew what they were talking about and doing, I don't think I would have been half as impressed.

Seeing Starlord in its full glory is certainly something worth doing though, whether you actually have to work at it yourself or not. It's something that will keep you enthralled for hours as you strive for global domination.

The whole reason for this follow up was to provide a more objective view than that of MicroPose themselves. Obviously we thought it would be difficult for them to remain impartial about something they have worked so hard on. As it turns out, it doesn't look as though we needed to have worried that much, Starlord is looking to be a top class product and one which MicroProse can rightly shout about.

There is something for everyone, from the flight simulator type action sequences to the heavy strategy element, which the majority should find enough to keep them going well, for the near future at the very least.

The game is well into its development period now and MicroProse hope that they should be able to get it in the shops in the next couple of months. Heard that one before. Still, if they do I should imagine many Amiga users will miss out on topping up their tans this year.

A meeting of the Starlords often degenerates into mindless violence. Watch your back.

COMPO WINNERS

There was a time when things used to run smoothly on this magazine. We'd have a competition, receive a load of entries, send out the prizes and duly inform the winners of their spoils. Recently though we've been slack (mentioning no names eh Paul?), and we're very very sorry indeed, but we promise that we'll keep you informed from here on out.

Armed and Dangerous, December 1992.

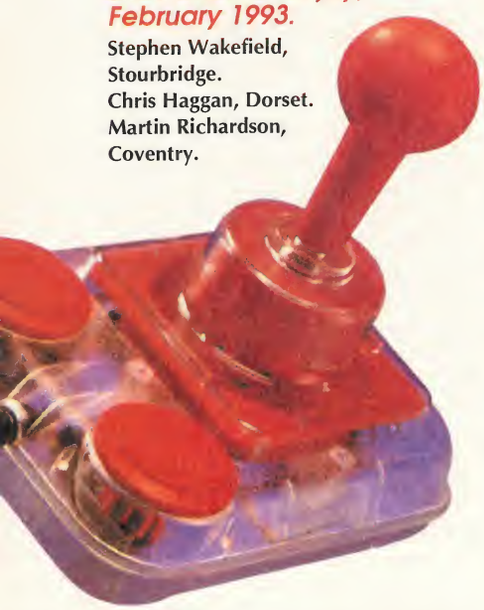
Winner: Alan Finch, Notts.
Runners-up:
Chris Davey, Staffs.
Mr. S.J. Wynne, New Southgate.
Finlay Rennie, Cardiff.
Karl Dooley, Manchester.
Terry Haggett, Rainham.
Mr. Ian Koper, Helensburgh.
Johnathon Red, Belfast.
Mrs. S. Oliver, Kettering.
Peter Falshaw, Preston.
Stuart Hopkins, Barnsley.

Grab a grand or two, January and February 1993.

Winner: Chris Bone, Basingstoke.
Runners-up:
Jason Hobbs, Rugby.
Simon Collis, Chester.
Laura Bender, London.
M.M. Winters, Cambs.
Sueldon Bunting, Co. Down, N. Ireland.
Mr. K. Stancombe, Bideford.
Chris Allen, Huddersfield.
Daniel Thomas, Isle of Scilly.
Cliona McMahon, Co. Clare, Ireland.
David White, St. Annes.

Stick around for joy, February 1993.

Stephen Wakefield, Stourbridge.
Chris Haggan, Dorset.
Martin Richardson, Coventry.



Martin Luker, Gosport.
Julian Dickinson, Lincoln.
M.S. Towse, Hull.

Squeak in the Bubble, February 1993.

Mark McDermott, Clwyd

Ideal Electronic Games, March 1993.

Nigel Harrington, Kent.
Dean Tuckey, New Malden.
Simon Hobbs, Cardiff.
Mr. S. Cox, Bristol.
Mrs. H.A. Lloyd, Powys.
Chris Jackson, Huddersfield.
Michael Gannon, Wallasey.
Mr. Atif Kazmi, Willesden.
Julian Dickinson, Lincoln.
Jason Laing, Leeds.

Elvis Lives, March 1993.

Winner: Carlie Storey, Driffield.
Runners-up:
Paul Bebbington, Winsford.
Steve Sells, Doncaster.
Jamie Maddocks, Truro.
John Gripton, Tamworth.
Paul Rooney, Birmingham.
Nat Lloyd, Wolverhampton.
Kerry Edmond, Rugby.
Gary Rolfe, Northamptonshire.
Michael Wilburn, Lincoln.
J.E. Ardern, Mablethorpe.

Frogs in our Throats, May 1993.

Winner: Emma L. Burns, Preston.
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Stephen Cavanagh, Cork.
Paul Walker, Bury.
Paul Seawright, Lisburn, N. Ireland.
Richard Parker, Cornwall.
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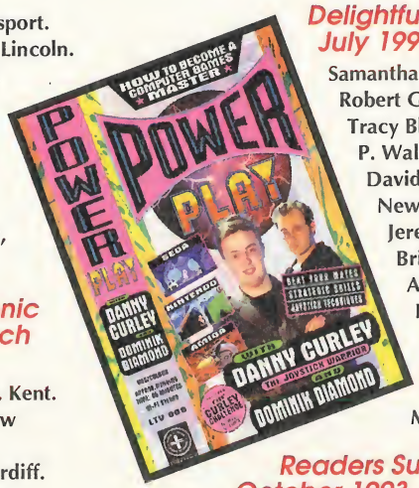
Scott Thurston, East Dulwich.



Delightful Nights, July 1993.

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Robert Garbutt, Bristol.
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Mike Mitchell, Manchester.

Readers Survey, October 1993.

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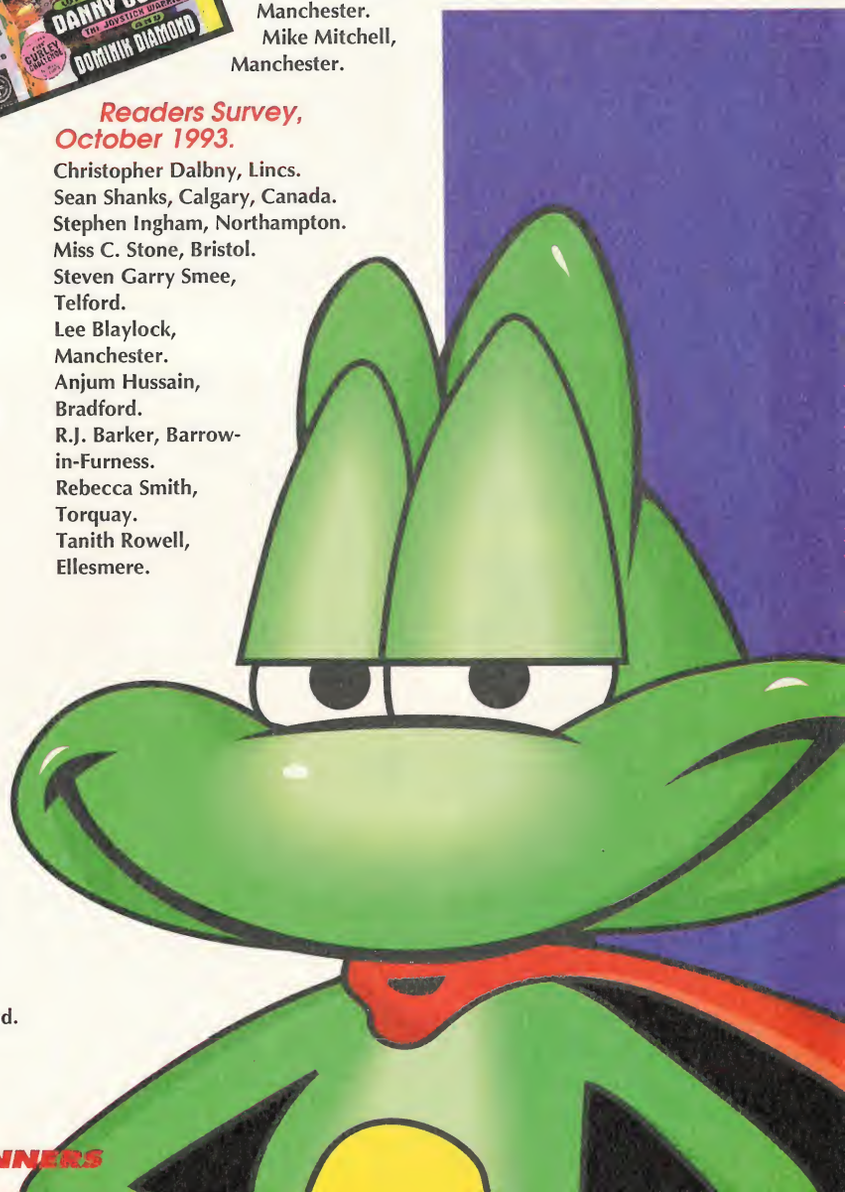

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GIVING THE GA

LIBERATION

Mindscape's CD32, and now Amiga, classic – Liberation has had more than a few people tearing their hair out at their inability to rescue the innocent captives of the future. Hopefully our four page guide will reduce this baldness.

Now that Liberation has been converted for the Amiga we thought it was high time that you were given a few handy hints and tips to help you and your droids on the way through the mean mean streets of the 29th century. So here you are.

Starting out.

The first thing to realise is that Liberation is a massive game, so there is little point in just wandering around hoping to come across a clue left lying around in an unlikely spot. Okay, so you might get lucky, but you might also win the pools (yeah right). The best way to proceed is to find someone who will be able to give you the name of a useful contact. If you're playing the easy level this involves visiting each location and talking to every character you meet. If you're especially nice to them they may tell you something that can send you on to the next step of your search.

Playing the hard level is a different kettle of fish. A more complex route and no help at the beginning means that the only way to start is to find a newsagent and buy an electronic report to figure out the story. Robots seem to have a little more trouble reading than your average human being, so you will have to put the report into one of your droid's heads slots and then activate it before you can see what it says. Perhaps investing in a pair of good old fashioned bi-focals would have been a much more sensible option, but these robots of the future seem to have very different ideas to us. It's not like the good old days anymore.

Getting Around.

You'd think with all the technology available in the 29th Century that some sort of personal trans-relocation device would have been invented which would, for a small fee, transport your molecules from one destination to another. And then, of course, reassemble them in the correct biological order. No such luck! Road traffic still dominates the scene. If you can't afford a taxi, your only option seems to involve running the gauntlet with the joy riders of the future. Most of whom, it would appear, would run you over as soon as look at you.

Getting directions is essential to start with, and this can be achieved in a number of different ways. The best option involves getting your mapper programmed. This can usually be achieved by offering money to one of the citizens. If you find someone who appears willing (stop sniggering schoolchildren), give them a credit card and then your manual mapper. These will be returned to you, but don't forget to pick them up as this an easy mistake to make.

Computer terminals are very useful as far as getting around is concerned, and can be found in both the City Records Office and the Library. Programme your comms mapper with the required address at one of these terminals, then leave the building and locate your taxi (shown as a rotating white cross) on the manual mapper.

To get to your chosen destination walk into the taxi, activate whichever mapper you have programmed, select the address, and then sit back and enjoy the ride. If you're extremely lucky the taxi driver won't insist on telling you which famous person he picked up last week, but more likely than not his conversation will involve complaining about something you have no interest in. When you reach your destination the taxi will remain where you left it. Unless someone else decides to use it.

Another way to find your way around is to access one of the convenient street terminals and ask them for directions. Because vehicles drive on the left you should always start out with the terminal on your left on two-way streets. The street terminals follow the one way system, so you'll have to as well, whether this is the shortest route or not. Because of the danger represented by the speeding cars you may find it safer to walk to your destination below street level. Be careful though, there are some very dangerous and shady characters down there.

Locating your contact.

More often than not the person you have been told to meet will get bored waiting for you to turn up, and may've strolled into the city to do some shopping or something. It pays to go to addresses quickly.

If your contact has wandered off, you will have to search the surrounding area, but rest assured they will always be around somewhere, no matter how difficult they actually are to find.

Each contact you meet seems to be in the middle of some sort of party, as there are usually many other people inhabiting the buildings you enter. Identification is very simple though, as the contact will always be standing still, unless provoked. Unlike the other characters who seem to take great delight in wandering around aimlessly.

You may have to go through several locked doors to find the person you have come to see, so remembering that each key you find only matches the door with the same number on it will save a lot of time and trouble. If you get stuck trying to find the right key in a building, check to see if there is another entrance to the building below street level. The missing key may be down there.

Socialising.

Each character exhibits a specific mood when approached. It pays to recognise what the moods mean, beacause they tell you how helpful a character may be, and what is likely to happen if you threaten him. Violent types will be pleased to know that shooting people

first can soften them up, although aggressive actions towards friendly types or already won over contacts may provoke them to retaliate.

Some sneaky characters will give you false addresses to try, but these are usually easy to spot as the characters will precede parts of their conversation with comments such as "Er" or "Ah". Obviously the citizens of the future are not particularly good liars.

Shooting any citizens you can come across can be a fairly harmless pastime when restricted to the confines of a computer game. Liberation is no exception. Beware of shooting people (unless they attack you first) in pubs and police stations, you may find yourself under attack from all the other people at the location.

Shooting policemen is always a bad idea, because they are able to radio for help. When their mates turn up it's usually curtains for your good self. Muggers seem to be fair game though, because although they shout for help, the police very rarely muster themselves to prevent vigilante actions from taking place.

All in all, the police of the future seem to be on a pretty cushy number. They only seem to work when coming to the rescue of one of their own. At a push they will come to the protection of a householder you may have annoyed. Often they are able to supplement their more than substantial income by accepting bribes from foolish citizens. One simple word of advice. If a policeman asks for a bribe, keep your wallet firmly in your pocket. It will cost you a LOT of money.

Slugging it out.

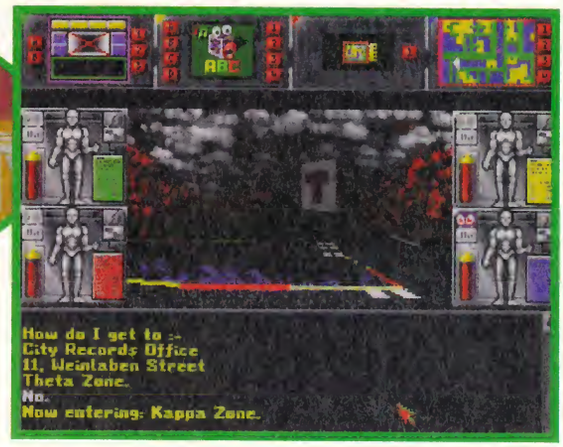
The most important thing to remember when scrapping is to use battle mode. This enables you to dodge out of the way, turn to face your opponent, get in several shots and then dodge out of the way again. All before your opponent has had time to aim at you. Pretty nifty sequence eh?

Alternatively, you can just run away. Although this may seem to be a particularly cowardly option, it does have its benefits. After all, the more violent your ways and the more people you kill, the more aggressive the general populace will become towards you.

Guns and ammo come in all shapes and sizes. It's helpful to read both the weapon and ammo descriptions (info. them in the backpack) to see which are the most powerful and which will best suit your cause.

Gunsmiths are a handy place to shop if you fancy upgrading your firearms, but make sure you pay for them. The friendly gunsmith has his own ruthless ways of dealing with shoplifters.

If you've been having trouble reloading your guns, this may well be due to the fact that you're carrying one in each hand. Auto-loading will only occur if you have a free hand to rummage around in your backpack. So get the ammo and reload the gun. Always keeping the right ammo handy around the edges of the pack area is a particularly useful hint. Then you'll be able to reload quickly, without having to move anything else out of the way first.

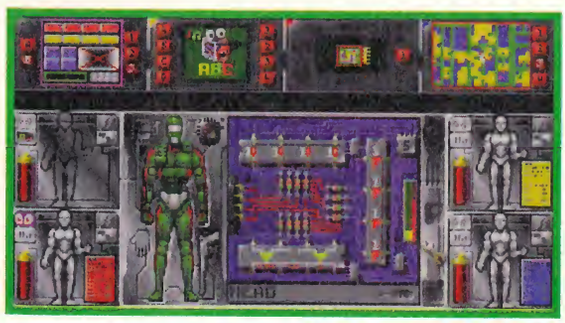


There are other weapons available apart from firearms, and these come under various categories. Swords can be particularly handy because they never run out. Throwing weapons also come in useful because you can pick them up again after you've used them. Power points are a more unusual weapon and can be used when you recharge one of your droids. If you put your hand in the spark coming from the power point an energy bolt flies off. This can be a bit tricky to master at first, but practice makes perfect. To be completely effective, you need to line up yourself, the spark and the monster you wish to eliminate. Be careful with your use of this device though, the police monitor power point usage and will find it easier to locate you.

Unlikely though it may seem, simple doors can come to your aid in plenty of situations. There are some doors that baddies can't open, and in the police station nobody can open cell doors except yourself, enabling the use of a cell as a safe room. Also, any door that has been opened with a master key can be locked again with the same key. Unfortunately, ordinary keys are of no use as you can't get them back.

Once inside a room, hiding around a corner will enable you to spring a nasty surprise on your pursuer or may even throw him completely off the scent. Failing that, you can squash the monsters if you close doors while they are not-so-innocently standing in the doorways.

If you find yourself under the cosh in the open air, the best advice is to climb a ladder. Apart from the flying monsters everyone else has to use the steps, so changing levels will normally allow you to make a quick getaway. Hanging around too long will more than likely see you in trouble as your pursuers will come looking for you. Once they've found the nearest steps.



Droid skills.

To get anywhere in the game you will have to improve your droid's basic skills very quickly. Unfortunately, any amount of practice will be of little use. You can only improve your droids by reconfiguring them, or buying chip-ups. If you're unsure of what your droids can do, go into the backpack of the relevant robot and select the spanner. This will bring up a circuit board with a screwdriver-type icon at the bottom. Simply selecting this icon will enable you to configure all the chips on the board in one go.

First of all though, you need to know just what your droid can do. Click on the skill chip marked "S" in the top right hand corner of the board, and the display will tell you what the skills currently are for the head. Selecting other parts of the droid (to the left of the circuit board) will show you how the skills affect the droids' arms and legs.

The following is a list of what each skill will do:

Bribery: makes bribery easier.
Computing: necessary when hacking computers. Gives more attempts at logging in to the police computer. Decodes the scrambled messages you get.
Mechanics: allows use of the armour repair kit.
Targeting: improves your rather poor missile aiming skills.
Streetwise: detects either being robbed or if someone has called the police.
Interrogation: makes people more likely to tell you what you want to know.
Brawling: used for punching/knuckle dusters/knifes.
Swordsmanship: used for sword fighting.
Slug Gun: used for all hand guns.
Energy Gun: used for laser weapons.

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Thrown: used for throwing objects.
Missiles: cross bow/sling.
Dodge: increases chances of a bullet missing you.
Climb: reduces chances of slipping down ladders.
Jump: reduces damage when you fall.
Hide: baddies find it hard to find you.
Run: when you're high enough you can walk twice as fast *(NB: all the party must have this skill).*
React: increases the speed with which you can fire the guns.
Lift: increases the amount you can carry.
MultiStage: all other skills are boosted by this factor. What a skill to have!

Now it's time to program your droid. This is done by selecting the spanner icon in the backpack to bring up the circuit board with four chips and a number of power jumpers on it. The skills are then modified by the top (and, to an extent, the vertical) chip, which boosts the skills depending upon both how it is configured and which power jumpers are connected.

The vertical chip modifies strength attributes, the bottom chip drives your droids shields and they relate to each other as follows below:

Chip up screen		Skill screen
(1234)	(S)	Item 1 uses (1,A)
	(A)	Item 2 uses (2,B)
	(B)	Item 3 uses (3,C)
	(C)	Item 4 uses (4,D)
	(D)	(abc)

(1234): Skill power chip, used to increase each skill item.

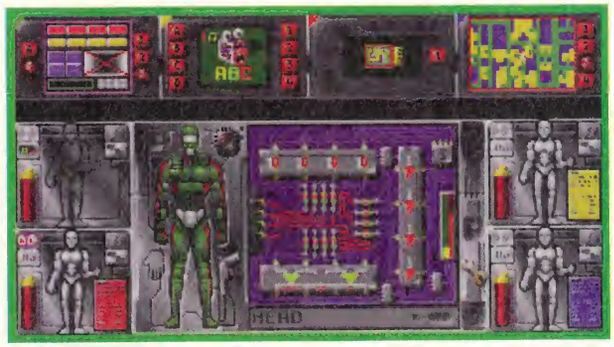
Each line has one powerlink, but if there is no powerlink then that skill will not be increased.

Each chip has four numbers corresponding to the four skills, and each can contain numbers from 0-3.

0 - no line. No need for a powerlink as no increase available.
1- skill boost+1.
2- skill boost+2.
3- skill boost+3 plus 1 to the other 3 lines whether they have powerlinks or not.

For example, assume that we have the following four skills:
Brawling.
Swords.
Slug Guns.
Reaction.
and a chip of 1121. This will give us the following:
Brawling 1.
Swords 1.
Slug Guns 2.
Reaction 1.

This isn't exactly true, oh pedantic ones, as the strength chip increases some skills as well. It shows the basic rule though.



For a higher Sword skill, program the chip by selecting the screwdriver (bottom right) and swap around the numbers on the chip. For example, a change to 1211 will joyfully give:
Brawling 1.
Swords 2.
Slug Guns 1.
Reaction 1.
A chip with 1311 will give:
Brawling 2.
Swords 3.
Slug Guns 2.
Reaction 2.

Confused? Well basically, the 3 will feed 1 to all the other skills. Therefore the best possible chip set will be 3333 giving 6's to all the skills.

The strength chip (ABCD) can also increase some types of skill, for example, brawling, and acts just like the Skill power chip to boost your strength for carrying, punching and some of the manual skills.

The Skill chip (S) contains 4 of the 7 skills dependent on where it is fitted, eg. leg, arm, head, and it's even possible to have an extra skill called a Multistage which acts as a sort of skill booster.

Continuuing with the example above, suppose that we have a Skill power chip of 1211, and a skill chip with a multistage instead of a sword skill. This will give us:
Brawling 1.
Multistage *3.
Slug Guns 3.
Reaction 3.

All the skills after the multistage will be boosted, so Slug Guns and reaction are multiplied by 3.

Note the poorness of this configuration, as the multistage is boosted by a 2 on the Skill chip whereas only a 1 is needed. Changing the chip to 1211 will give:
Brawling 1.
Multistage *3.
Slug Guns 6.
Reaction 3.

The multistage only needs one powerlink to work, which can be in either the Skill Power Chip or the Strength Power Chip, so it is possible to remove one of the powerlinks to conserve power.

This probably seems like a lot of work for nothing, but if you think about it carefully, a Skill power chip of 3333 and a Strength chip of 3333 all fully linked and with all the powerlinks in place, and a multistage of 7 will produce skills of 96 as follows:
Multistage *7.
Brawling 96.
Slug Guns 94.
Reaction 91.

All of a sudden it seems to be well worth buying better chips and reconfiguring the circuits if you want to make serious progress through the difficult later levels.

The Armour chip (abc) is used to determine shield efficiency, with the idea being to drive the chip to create the highest possible shield efficiency at the lowest possible power drain.

Each of the three positions on the chip can have either no gate, or one of the following three types: AND, EOR and OR.
Green - AND Gate: must have two powerlinks powering it.
Red - EOR Gate: must have only one powerlink powering it.
Yellow - OR Gate: can have either one or two links to power it.

The efficiency of the shield ranges from 0 to 7, with 7 giving maximum shield strength.

Each position of the shield chip provides a different contribution to shield efficiency:
(a) = boost+4.
(b) = boost+2.
(c) = boost+1.

Therefore the most efficient configuration in terms of power involves making position (a) an EOR gate, giving a boost of +4 for just one powerlink.

The worst configuration is given by an AND gate in position (c), as it requires two powerlinks and these give it a boost of just +1. Pathetic really.

If you look carefully at the circuit board you will see that the centre two powerlinks are connected to two gates. So with the right chip (one containing all EOR gates) you can achieve maximum efficiency with just two powerlinks. This gives a corresponding benefit to the amount of damage you can take with only minimum draw on your powerpack. If you're having trouble configuring the chip. concentrate on positions (a) and (b), trying to minimise the number of powerlinks needed to drive these gates correctly.

Complicated isn't an adequate word to describe it, but if you're still anything like conscious, we'll proceed.

ME AWAY - - →

As you gain more experience of the game it will become clear that the best plan for your group of droids is to configure the front two robots for maximum fighting capability, leaving the back two free to deploy other skills like interrogation or computer hacking.

During a battle, red splashes on the ID plates of your droids show the level of punishment they are taking, with grey numbers showing damage which will heal over time (especially during sleep). The white numbers show damage which needs to be repaired. They're not good.

As a rule, the more you pay, the better the repairs will be. The metal factory is the best place to go for repairs to damaged parts, the optics factory specialises in repairs to the heads of the droids, and hardware shops sell new and better chips, as well as things such as replacement limbs if your droids become very badly damaged.

During the reconfiguration process you will notice that you are able to add power jumpers and stage multipliers. These will improve your skills, but also increase the drain on your droids' power packs. Fortunately, these packs can be topped up when necessary by plugging the droids into the power points dotted around various buildings and factories. Remember, the police will be monitoring these.

By now you may have grown quite attached to your droids and may be pleased to know that you can give each one of them their own special pet names. This can be achieved by pressing the yellow button (or right mouse button) over the info icon in the backpack. To make this work you have to enter the backpack via the droid icons (i.e. using the left shift key).

Getting on.

As with real life, the best way to make some progress through Liberation is to start exploring, talk to people, and amass as much money as possible.

Robbing houses shouldn't really be condoned, but you'll soon change your mind when you realise that large value credit cards can be found in the locked and guarded depths of suburbia.

Any objects which you accumulate on your way may be sold to a trader, but this isn't necessarily a wise idea. They may be needed later on. If you do become stuck though, the traders are also willing to sell you essential items at a price.

If you always seem to be a bit on the skint side, remember that many characters will drop things when they are killed, and the upstairs rooms in shops often contain items which don't need to be paid for. If you get really desperate there's always the option of selling your weapons or even a body part to the more unscrupulous traders.

Somewhat predicatably, the best credit cards with the really large amounts on them are kept in the heavily guarded bank vaults. Staging a hold up can be very profitable indeed, but it isn't that easy to smuggle your weapons into the banks undetected.

Buying undetectable weapons (Eg. ceramic ones) is a good bet, along with the more gung-ho option of shooting your way in. If you do decide that you can enter the bank by force you will have to operate the teleport yourself. This involves activating the control and running back into the teleport area whilst it is operating. Make sure that you are well armed because a major scrap is bound to ensue.

A more sensible use of the banking system involves opening an account. This may sound like an unusual thing for a droid to do, but once you know an account number you can deposit money in the bank and earn a bit of compound interest when you complete a mission.

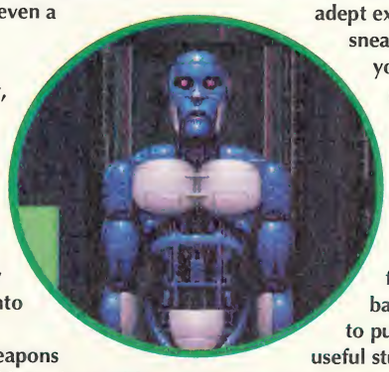
If you can afford the cash, it's well worth buying as many master keycards as you can to speed up exploration. A master card can be bought for each zone and for each of the two building types from the sub-level traders. The card will open all doors of that building type in a whole zone.

Other devices to speed things up are also available. The computer protocol device lets you hack the police computer without having to improve your computing skills. The alien scanner will let you detect baddies without opening a door to see what's lurking behind. It also detects anything creeping up behind you.

It's possible to monitor other parts of the city if you so wish. This can be achieved by throwing a video bug at a monster. If the bug sticks, you can monitor the areas where the creature wanders about.

We wuz robbed.

Below street level the world is full of muggers and thieves who are always on the lookout for easy prey. If you notice a slight twitch under the cloak of a citizen check your droids' hands immediately. You may well have just become another victim of a nifty Lightfingered Larry. Some muggers are more experienced than others. The more adept exponents of this art will sneak up behind you while you are occupied with something else, so you won't know that you've been mugged until you try to use whatever it was that got nicked.



Bear in mind that muggers cannot steal from your armour-plated backpack. It 's a good idea to put credit cards and other useful stuff in a backpack when they aren't being used. The only way to get your stuff back if you've been robbed is to kill the mugger in cold blood. The thief will probably still have your items on him when you catch up with him, so you should be able to get your stuff back without a problem. Along with everything else the unfortunate wretch was carrying.

Finally, it doesn't pay to leave things lying around because they probably won't be there when you get back. There is a good chance that an honest member of the public will have handed your stuff in at the police station. Unfortunately, the fact that you are persona non grata at the cop shop means that trying to gain access to the locked and guarded lost property room is a bit of a tricky task to say the least.

Well that's about it. Your droids are patiently awaiting their commands and the innocent prisoners are rotting away in their cells as we speak. Remember what you have read and get out there and fight in the name of Truth, Justice and the American way or whatever the equivalent is in the futuristic nightmare of Liberation.

LIBERATION

GIVING THE GA

STARDUST

Nobody in their right mind could accuse Daze's top asteroid blast of being too easy. So, in case you're stuck in space, here are a few helpful hints to help you of the rocky road (geddit eh?) and back on the right track.

FIRST WORLD

It's important to begin at the first level (top left) in order to familiarise yourself with the patterns of the enemies. Concentrate on one meteor at a time so as not to have too many small boulders on the screen at once.

Try to pick up, and keep hold of, a gun power-up, collecting another one from the bottom centre level. This powers up your gun to the maximum. Blow away the small ship that enters from the left, and equip yourself with the bouncer. Then go on to the other levels, finishing in the bottom left of the plan with the bouncer powered up.

The end of level boss should be attacked by a series of left to right forrays, enabling you to shoot the shots as well as the baddy itself.

When the baddy closes its doors, rotate 90 degrees and fly away, to enter on the other side of the screen, repeating the process until it is destroyed. Hide behind the open doors of the ship if you're in need of respite – no shots can get you here.

Warp Tunnel Indestructible mines, which are often disguised by the rocks, lurk here, so move around in the tunnel and stay alert to impending collisions.

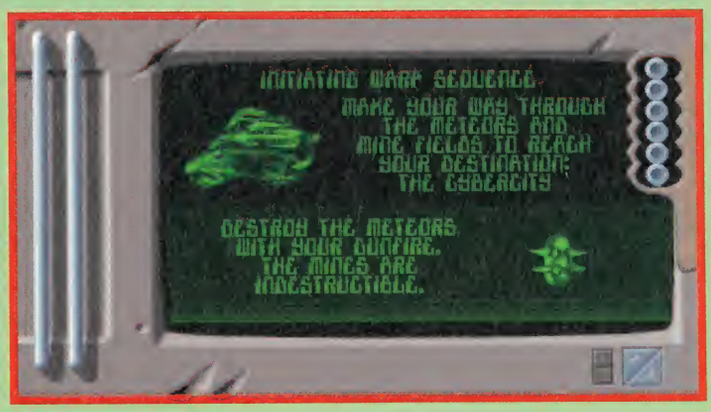
SECOND WORLD

Keep moving around in controlled bursts from the outset here to keep the Stellar Blades from homing in on you. Bombers leave a trace of exploding mines on the top centre level, but these can be destroyed with one or two central shots.

The Spaceballs in the bottom right level fly in formation. Concentrate on destroying one to disrupt their pattern, this should make the job of dealing with the rest of them much easier. Shields are the order of the day for the bottom left level, and should be activated as soon as the Trilons appear. Fly directly at them when they do.

Shoot at the level guardian's appendages and be careful to avoid its tail thang. When all the appendages have been broken off the main body can be damaged and destroyed. Now the eye is the only part still alive, and a good idea here is to fly backward toward the edge of the screen, because the eye can't get you. If you choose to take the special mission after this level, it's important to note that your spaceship is constantly pulled towards the ground, and that fuel is in limited supply. Also remember to use the brake when flying through hazardously small, tight passages.

Warp Tunnel. Use the same tactics as in world 1.



ME AWAY - - →

STARDUST

THIRD WORLD

Bombers are the objects to be avoided on this level, their legacy being spinning discs behind which shoot fire. Unsurprisingly then, it's important to get out of the way quickly when they begin to morph from the ball shape.

The Thorn Balls need eliminating on the bottom right level. A good tactic is to stay in safety at the corner of the screen and fire at them by rotating your ship. Your shield is needed on the bottom left level where the randomly firing Orbital Plate awaits.

Another nasty adversary is the Space Worm, which is best taken care of with a missile attack. Attempt to take out all its body parts initially, but if necessary, activate your shields and launch yourself at it.

Killing the guardian is a relatively simple task although tricky: simply fly around the back of it, and, when it stops, launch an all-out missile attack.

Warp Tunnel Thorn Ball alert! Dozens of these are everywhere in the tunnel, bouncing off the walls and wreaking havoc on your ship. Bigger than the mines, and indestructible to boot, these are best avoided at all costs!

FOURTH WORLD

The Speeders are tricky to avoid on this level, as they lock onto you in a similar fashion to the Stellar Blades. They take more hits to destroy however, and you would be well advised to move around these as you shoot them to make yourself a difficult a target to hit as possible.

Beetles have a different method of attack, preferring to come at you in groups, and the best time to attack these is at the beginning when they start to rotate.

Things start to get very tricky indeed when the guardian arrives, but a little patience will pay dividends. When it begins to spin around, fly away from it, then turn round and shoot. When it stops spinning, if it turns into a plate, it'll launch a burst of shots at you, and if it turns into a ball, a load of homing missiles. Ouch. Use the flamer against the guardian.

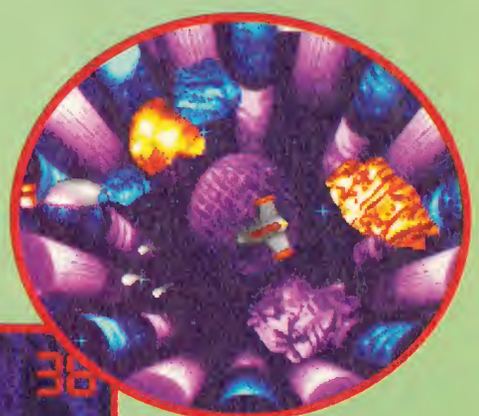
Warp Tunnel Quite simply, collect every power-up you can to build up your ship's strength for the final levels.

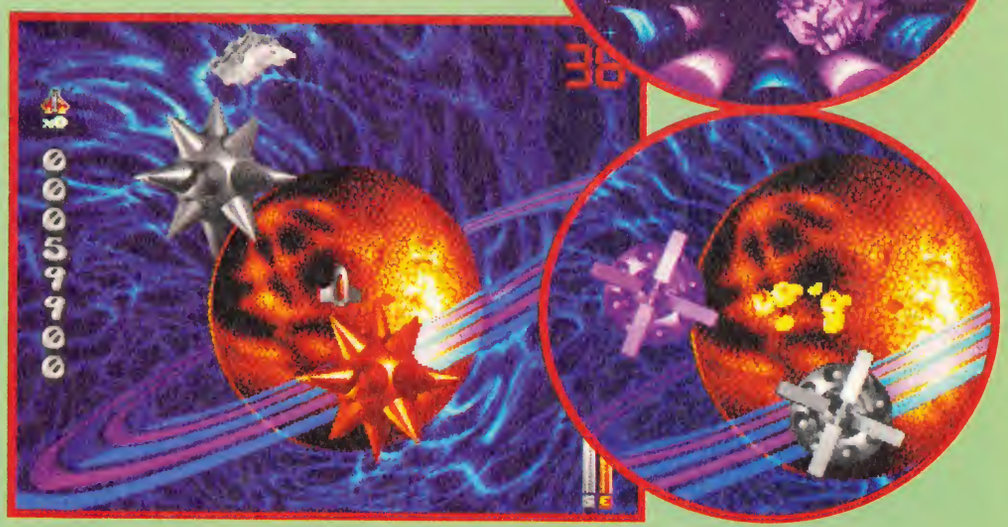
FIFTH WORLD

Everything you've seen so far in the game will reappear here in some shape or form, but one of the most difficult enemies to negotiate are the Orbit Plates on the top centre level. They are indestructible, so don't bother with any weapons – just avoid at all costs and be ready with your shield when all else fails.

The mad professor is the final guardian, and he attacks in an ovular and well-armed spaceship. Keep moving and shooting because the ship will try to crush you. Until it stops moving anyway, then a flame thrower appears and they try to singe you to death! Note that the flamer only has a limited range and only appears from the top of the ship, making life exceptionally difficult during the more hectic periods of the game, and there are certainly plenty of those.

Once the ship has been destroyed, the professor appears, shooting directly at you. True to tradition, he is unaffected by your weapons, and you need to avoid his attacks by moving around the periphery of the screen until you have managed to defeat him. And that's it really.





GIVING THE GA

KINGS QUEST VI

It isn't an easy job, this rescuing-the-princess business, especially with the Vizier on your back half the time. Fortunately, we happen to be dab hands, so you're sorted on that score mate.

ISLE OF THE CROWN

Move the plank at the right of the screen to reveal a box. Use the hand icon on the box to open it. Take the Daventry Coin from the box. Pick up your Royal Insignia Ring from the left side of the beach. Go to the village and enter the Book shop. Talk to the book shop owner a few times. Look around the store until you find the Love Poem shelf. Use the Hand icon on the shelf to take a book of poems. A page will fall from the book and land on the floor. Pick up the page. Take the Boring Book from the stand by the door. Use the hand icon on the spell book on the counter to find out what the bookstore owner wants for it. Use your Royal Insignia Ring on the clown to get him to talk to you. Make sure you return to the book shop to meet this rather dodgy clown fairly frequently.

The Ferryman lives on the wharf in the old boat. Knock on his door. He won't talk to you until you've talked to the book shop owner. Take the rabbit's foot from the table and then head for the Pawn Shop.

Trade your Royal Insignia Ring to the Pawn Shop Owner for the Magic Map. Trade him a Pearl from the Isle of Wonder for your ring. Give him your Daventry coin to get the Wind-up Nightingale. You will need to trade in this for other items later in the game. You can only have one of these items at a time, but you can trade them in as often as you like. When you get the "Drink Me" potion later in the game, drink it in front of the black-robed man.

Beauty, the girl in the rose garden, won't be lured into talking with you until you bring her a White Rose. You can get a White Rose from the Isle of the Beast. Give Beauty the Beast's ring.

Later in the game, a bird will appear in the tree. Sing-Sing the Nightingale belongs to Princess Cassima. Talk to Jollo the clown in the bookstore to find out about her. Make friends with Sing-Sing by using the Wind-up Nightingale. Sing-Sing will serve as a messenger to Cassima. Give her your Insignia Ring AFTER you've used it on the Guard Dogs, the pawn shop owner, and the clown. Take the ribbon she brings you. Give Sing-Sing the love poem from the book shop. Take and read the note she brings you. Finally, give Sing-Sing a White Rose from the Isle of the Beast.

You can't do business with the Lamp Seller until you have the old Hunter's Lamp from the Isle of the Beast to use in trade. To determine which new lamp you should take, use the "Drink Me" potion on Alexander in the Pawn Shop in front of the old man.

Talk to the Guard dogs outside the castle. Use your Royal Insignia Ring on them. They will admit you to the castle. If you try to enter again and they recognise you, they won't allow you to pass. The guards will not let you in if you have the Magic Map.

To get back into the castle, use Beauty's clothes (if you have them) as a disguise. The guards will let you by if they don't recognise you. If Beauty's clothes were burned up, you can use the Magic Paint spell. Once you have successfully cast the spell, use the Hand cursor on the magic door to enter.

You must have the Magic Map to get off the island. Talk to the book shop owner, then to the Ferryman to find out about it. Go to the pawn shop and talk to the pawn shop owner. Give the pawn shop owner your Royal Insignia ring. He will trade you the ring for a Magic Map. Go to the beach and use the Magic Map on Alex. When the map comes up, simply select your destination.

ME AWAY - - - →

KINGS QUEST VI

ISLE OF WONDER

Read from the Boring Book, taken from the book shop, to the oyster. When he yawns, grab the pearl from his open mouth. Pick up the partial sentence from the beach.

The five gnomes can be fooled using the following items in order: Flower of Stench (from the Isle of the Beast), Wind-up Nightingale (from the Pawn Shop), Mint, (also from the shop), Rabbit's Foot (from the Ferryman) and Invisible Ink (in the rubbish tipped outside the Pawn shop). Go to the right and look at the spider.

Pull the thread at the edge of the web and grab the paper. You need a rare book from the Bookworm which he will only give you in exchange for a Dangling Participle, found on the Isle of the Beast. This will only appear after you've spoken to the Bookworm and, of course, asked about the Magic Book in the Book shop.

From here, go back to the beach and then up. Through the swamp, there's a garden. Get the Teacup and use it on the swamp. Use the rotten tomato from the garden on the bump in the log to provoke the Stick-in-the-mud into throwing some Swamp Ooze at you and collect it in the Teacup.

Make the Baby's tears cry with a milk bottle from the swamp (and check out the plant life!) Catch the tears in the Teacup. You must have the spell book before you can get the Teacup.

Use the flute to get the hole-in-the-wall. Get the red scarf from Chessboard Land (through the gates in the garden). Get the lump of coal from the Isle of the Mists and trade it for the spoiled egg.

Get a head of lettuce from the garden and head for the Isle of the Beast.

ISLE OF THE BEAST

Get the Dangling Participle using the Partial Sentence. Use the lettuce on the pond and get the lamp. Ignore the Gardener or he will lead you to your death! You need the Shield from the Catacombs to get past the Stone Archer.

Get the scythe from the Isle of the Mists to get through the Rose Bushes. Take two White Roses and the brick from the Garden scene. Use the Hunter's Lamp on the Fountain and get the Beast's ring and the mirror from the Beast.

ISLE OF THE SACRED MOUNTAIN

There are five cliff puzzles to solve:

1. Pick out the word RISE from the letters on the wall.
2. Select the symbols for the word SOAR (use your Guidebook).
3. Click on the stones in the following order: four, one, two.
4. Select the wonderful symbols for Azure, Caterpillar, Tranquillity and Air from your guidebook.
5. Now select the letters for the word ASCEND

At the top, avoid the old woman and DON'T eat the Nightshade.

Enter the Cave behind and to the right of the Nightshade bush.

Use the Tinderbox from the pawn shop so you can see. Continue to the right until you see an opening in the cave wall. Take the Peppermint Leaves from the ledge. Exit the same way you came in.

You must enchant the black horse at the top of the cliffs so it will take you to the Realm of the Dead. To do this, you have to cast the "Charming a Creature of the Night" spell from the spell book in her presence.Take the path to the North to encounter the Winged Ones and accept the Catacomb challenge.

THE CATACOMBS

The best way to survive the Catacombs is to map the maze. Use the Tinderbox for light.

To leave the Catacombs alive, you will need the following objects: The Red Scarf from Chessboard Land on the Isle of Wonder, the Hole-in-the-Wall from the Garden on the Isle of Wonder, the Brick from the Stone Archer scene on the Isle of the Beast, and the Tinderbox from the pawn shop on the Isle of the Crown.

In the Spike Maze: Starting with the tile to Alex's right, click the Walk icon on the three rose tiles. They should take you in a diagonal line. Now click on the scythe tile to the north of the rose tiles. Click on the crown tile. Click on the dove tile. Click on the skull and crossbones tile. Click on the blank tile in front of the door. Now use the Walk icon to go through the door.

You have to throw the Brick into the gears of the machine to stop the ceiling.

To reach the Minotaur's lair, find the room with the tapestry hanging on the wall.

KINGS QUEST VI

Now just use the Hand cursor on the tapestry to get in.

When you enter the cul-de-sac room, you will hear the Minotaur on the other side of the East wall. Use the Hole-in-the-Wall on the East wall. Look through the Hole-in-the-Wall and note the entrance to the lair. Stand by the blazing pit and quickly use the Red Scarf on the Minotaur to defeat him.

You will need a Skull, the Coins from a dead man's eyes, a Shield, and Lady Celeste's dagger from the Catacombs.

ISLE OF THE MISTS

The Isle of the Mists will not appear on your magic map until you have made it through the Catacombs.

Go to the Village. You will need the Scythe from the tree and the lump of coal from the campfire. On your second visit to the island, go to the grove scene and use the Skull that you took from the Catacombs on the base of the fire to collect some brightly glowing embers.

On your first visit to the Isle of the Mists, walk west from the beach to the village. Take the objects you need and go back the same way. Do NOT walk north-east from the beach, or east from the village. To avoid being killed by the Druids on your second visit, you must have the Hunter's Lamp with you, and it must be enchanted with the Make Rain spell. If you have Beauty's slave clothes with you, they will be burned up.

REALM OF THE DEAD

Any time you die you will enter the Realm of the Dead. However, you won't be able to do anything there except restore your game! The only way to get into the Realm and survive is to ride the black horse, Night Mare. Night Mare can be found at the top of the Logic Cliffs, after you have journeyed to the Isle of the Mists twice. Once you see Night Mare, quickly cast the Creature of the Night spell on her. She will now take you to the Realm of the Dead.

Talk to King Calipham, Queen Alaria, and the Mother Ghost. The King and Queen are on the first surface scene. The Mother Ghost is on the second.

The zombies aren't very fast and can be easily avoided. Don't let them get too close to you or they will eat you.

Click on the bone xylophone to the right of the screen. When the skeleton dance is over, pick up the Key Master's key. To get past the Door Master, give him the ticket that Queen Alaria gave you. Take the dead knight's gauntlet.

You have to pay Charon two Coins from a dead man's eyes before he'll take you across the River Styx.

The answer to the Living Gate's riddle is, quite simply, L-O-V-E.

The Lord of the Dead will not talk to you until you challenge him. You must use the dead knight's gauntlet on him to issue your challenge. Use the magic mirror from the Isle of the Beast on him.

You need all of these from the Realm of the Dead: The Ghost Ticket from Queen Alaria, the Ghost Handkerchief from the Mother Ghost, the Key Master's Skeleton Key, the dead knight's gauntlet, and some River Styx water collected in the Teacup.

SPELLS AND SPELL BOOK

Open the book by clicking the Hand cursor on it in your inventory. Use the Arrow cursor on the far right or left sides of the pages to turn them. Read the spells carefully. You should be looking for all the ingredients. To cast a spell, you must have all of the ingredients prepared in advance and have the creature or thing you intend to enchant at hand. Once you are prepared, open the Spell book, find the correct spell, and click the Cast icon over the incantation.

MAKE RAIN

The container for the Rainmaking spell is the Hunter's Lamp. The "Salt Water not from the Sea" is collected from the Baby's Tears. The Oracle's Vial with "Sacred Water" is from the Isle of the Sacred Mountain and is given to you as a reward for defeating the Minotaur. The "Falling Water" is from the fountain on the Isle of the Beast.

You will need to prepare the Make Rain spell before visiting the Isle of the Mists a second time. Combine the ingredients first. The list of ingredients is in the spell book. The object you are going to enchant is the Hunter's Lamp. Add Baby's Tears to the Hunter's Lamp. Use the Oracle's Vial on the lamp to add sacred water. Use the lamp on the Beast's fountain to fill it with falling water. Make sure you add the ingredients in the correct order. Open the spell book. Turn the page to the Make Rain spell.

CHARMING A CREATURE OF THE NIGHT

The hair is from Cassima's hair Ribbon. If you don't get the ribbon, you can find a strand of hair in Beauty's clothes.

Cast the Charming a Creature of the Night spell on the Isle of the Sacred Mountain, at the top of the Logic Cliffs. The creature you are going to enchant is Night Mare, the black horse. Combine the ingredients first. The list of ingredients is in

ME AWAY - - →

KING'S QUEST VI

the spell book. Use the Hair on the Skull containing glowing embers. Add the Spoiled Egg to the skull.

MAGIC PAINT

The Teacup will ap ar in the garden on the Isle of Wonder afte you have the spell book

Cast the Magic Paint spell on the outside wall of the Castle of the Crown, on the Isle of the Crown. Combine the ingredients first. The list of ingredients is in the spell book. Fill your Teacup with Swamp Ooze. Add River Styx water. Use the Black Feather on the Teacup to stir the ingredients. Use the paintbrush on the side of the castle wall. Open the spell book. Turn the page to the Magic Paint spell.

THE CASTLE

Stay away from the Guard Dogs. If they catch you, they will throw you into the dungeon. You might be able to dodge the dogs by using the Wind-Up Nightingale from the Pawn Shop to distract them. The pillars can be an effective hiding place. To hide behind a pillar click the hand icon on it.

If you have wandered into the dungeon and have met the Little Boy Ghost, give him the Ghost Handkerchief from the Mother Ghost in the Realm of the Dead. Be sure to listen to what the boy ghost has to say. If you've been thrown into the dungeon by the Guard Dogs and have made friends with Jollo, he will help you escape the first time. If you have been captured a second time and have the Skeleton Key, you can use it to gleefully escape.

Jollo won't talk to you unless you made friends with him on the Isle of the Crown. If you are friends, talk to him. He has some good advice. Give him the replica of the Genie's lamp you bought from the Lamp Seller.

Find the door in the upstairs hallway. It is the first one on the West wall. There is a secret passage to the room too!

Find the suit of armour in the North basement hallway. Use the Hand cursor on he suit's right arm. Once in the passageway, examine any chinks in the wall you come across. You will recognise the chinks in the wall by the light streaming through them. Listen to everything you hear—part of a puzzle is revealed this way. Find and enter the Vizier's bedroom. Find and talk to Cassima. The chink in the wall of Cassima's room is located at the top of the stairs. The chink in the wall of the Vizier's study is located down the hall. In order to use the Secret Passage, you must have given the Ghost Handkerchief to the Little Boy Ghost in the dungeon.

Open the ebony box on the dresser in the Vizier's bedroom and read the note. Open the trunk with either the Skeleton Key from the Realm of the Dead, or you can use a nail. To obtain a nail, find the picture on the wall behind a pillar upstairs. Remove the picture from the wall. Take the nail from the wall and use it to open the trunk. Be sure to put the nail and picture back when you're done! Once you've opened the trunk, take the incriminating letter from inside it.

Cassima's door is in the north hall upstairs. Click the Talk cursor on her door to speak to her. If you have found her by means of the secret passageway, click the Talk cursor on the chink in the wall. Give her the dagger Lady Celeste gave you. Click the dagger on Cassima's door or the chink in the wall, depending on how you reached her. Do it fast, or you will be caught by the guards!

The storeroom door is magically protected. You have to talk to the door to get it to open. When the keypad comes up, enter in the strange word you overheard in the secret passageway. Then enter the word that you found in the Vizier's ebony box. Together, the magic words are A-L-I-Z-E-B-U. Once you enter, uncover the table and look at each of the items on it.

You must give Captain Saladin the incriminating letter you found in the Vizier's room quickly or he will run you through!

THE WEDDING

Once inside the wedding area, step forward and speak to the Vizier or Cassima. If you have been to the Realm of the Dead and rescued the King and Queen of the Green Isles, they will enter and help you. Use the magic mirror on Cassima. The mirror will reveal that Cassima is really the Genie in disguise. The Genie will attack. Avoid the Genie's spells by quickly following the Vizier through the door to the top of the tower.

When the Genie appears in the top of the tower and you happened to have given Jollo a lamp earlier in the game, you can use the lamp to trap the Genie. Otherwise, you must use the Peppermint Leaves from the cave at the top of the Logic Cliffs to confuse him. You will not be able to defeat the Genie in the wedding area, you can only manage this at the top of the tower.

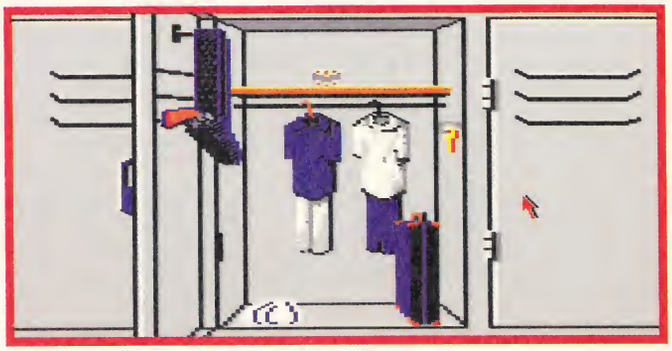
Take the heavy sword from the wall and attack the Vizier. Cassima must have a dagger. If you run into trouble, Cassima will attack him. Finish the Vizier off with your mighty sword.

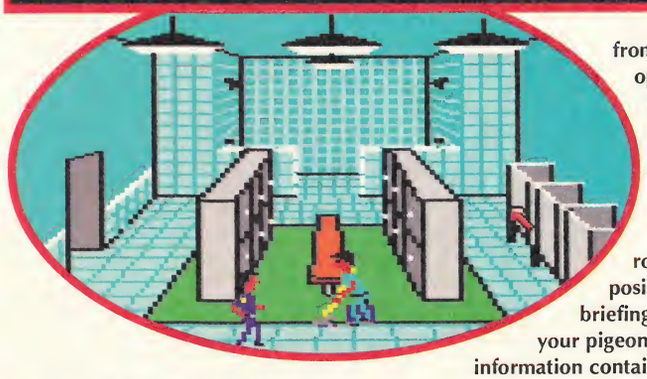
And there you go! Sorted...

GIVING THE GA

POLICE QUEST

Join the legendary Steve 'Hot Pencil' McNally as he guides you through the trials and tribulations of life as a Lytton city police officer in part two of our guide. This may well be the last part of the guide we ever do. Who knows?





We left the 'Bondster' heading for the Blue Room at the end of last month thinking his shift was over and he was in for a relaxing time at Jack's birthday party. We pick up the story as he arrives at the world famous fleshpot, regular haunt of Lytton's top celebrities, which let's be honest doesn't really total that many, and certainly gets nowhere near double figures.

Once inside, Sonny should sit down at the table on the chair to the right and let his hair down in wild style with all his top buddies from the shift. Unfortunately, halfway through one of the faceless losers qualifying as bit part characters in the game, remembers that you have swapped shifts with him. You are due at the station in 15 minutes for the briefing.

Scoot out to your car and speed to the station for your second shift, remembering to observe traffic regulations at all times. Go to the locker room and change your clothing. You may be getting a bit whiffy by this stage so you can shower if you wish, although it's entirely up to you. Pick up everything from inside the locker and open the case, then pick up everything from inside there as well. Make sure you close the briefcase before moving on to the next thing.

Go to the briefing room, stand at your position and listen to the briefing. Once it's over look in your pigeon hole and digest the information contained on the note within before walking out into the hallway, picking up your car keys and radio extender and exiting the building.

Get into your patrol car, after performing the security check of course, and drive around for a short while until you receive a radio message advising you of a possible stolen car. Pursue and stop the suspect vehicle. But, before getting out of your car, pick up your trusty night stick and radio for back-up.

This is a felony stop situation so you must wait in the vehicle until the back up arrives. Once your colleague is on the scene get out of your car, then draw and load your gun whilst standing behind the safety of the door. Tell the suspect to "get out of the car", then "halt" and also "put your hands up". Now tell him to "get on the ground" in a particularly forceful fashion and holster your gun. Now you must handcuff him, read him his rights and then search him. Put the suspect into the car before looking at the gun and finally passing it on to the backup officer.

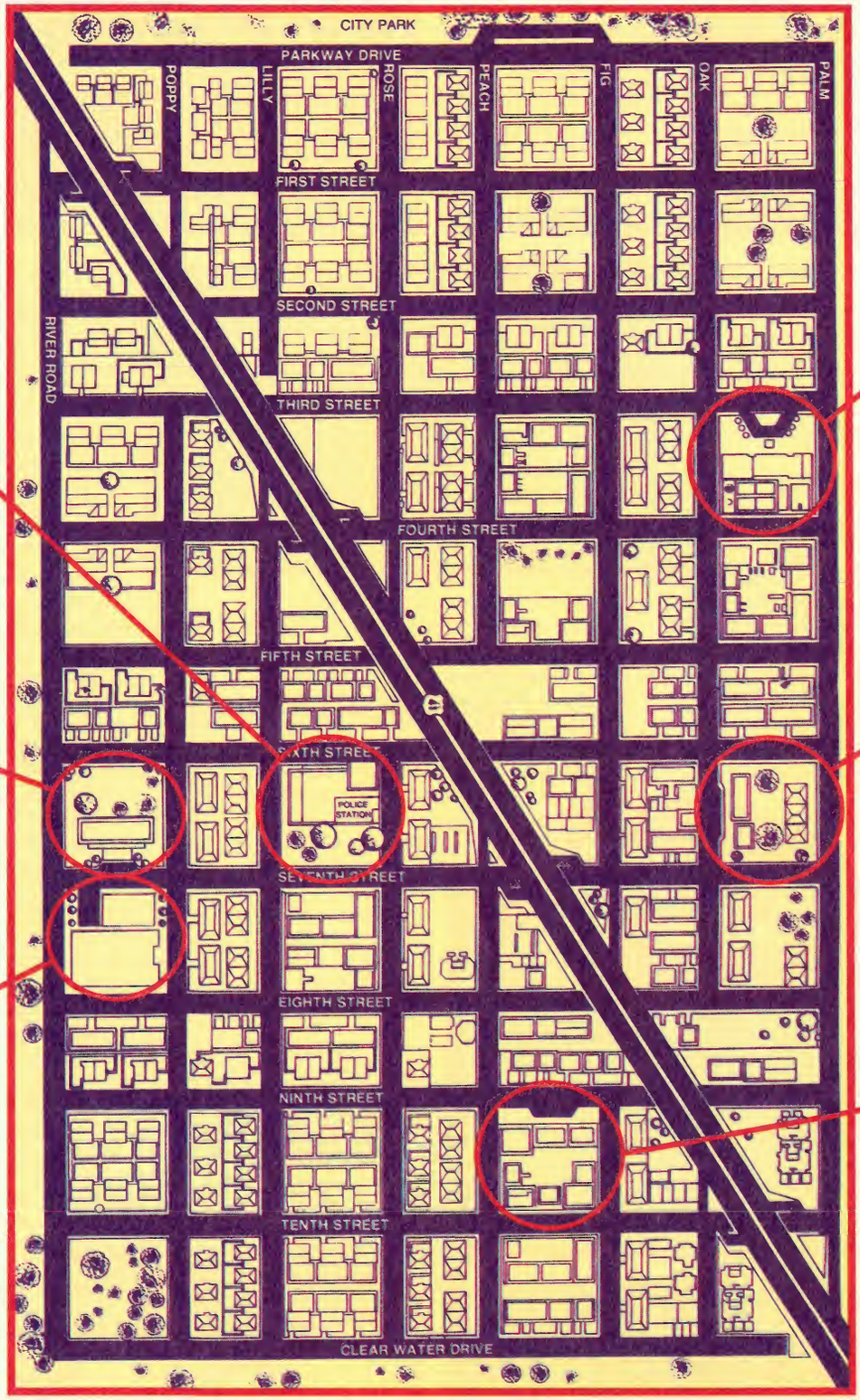
Walk up to the stolen vehicle and look at the door. A respray perhaps? Now open the glove compartment and examine and return the contents you find. Take the prisoner to the jail, lock up your gun and speak to the jailer inside. Tell him that the commited crime is drugs and remove the prisoner's cuffs before leading him round to the cells. Pick up your gun and return to the station, making sure to leave your nightstick in the car unless you fancy traipsing back with it afterwards, as is Police Quest's way, it being one of the more frustrating games in the world and all.

Go into the building and speak to Sgt. Dooley in his office. Once he has left read the memo on his desk.

Go to the locker room, change your clothes and pick up the gun and ammunition before returning your patrol car keys to the board in the hall outside. Next you should go to Lt. Morgan's office for a briefing with Laura, then pick up the clipboard. Look for the wanted poster and tear it off the clipboard, now look in the drawers and take the Hoffman file out. Take the keys to the unmarked car from the board and shoot off to the courthouse,

POLICE QUEST

...Still hanging out in Lytton



THE POLICE STATION: *This is where it all happens. The headquarters of the Lytton city police department, and home to those brave men and women who risk their lives upholding the law.*

COURTHOUSE: *As an officer of the law, you really should be making frequent visits here to 'bang up' one of the many villians who prowl the streets.*

THE JAIL: *The jail is another location you should visit on a regular basis. Always remember to place your gun in one of the lockers outside before entering though, or you could make a mess on the nice, clean floor.*

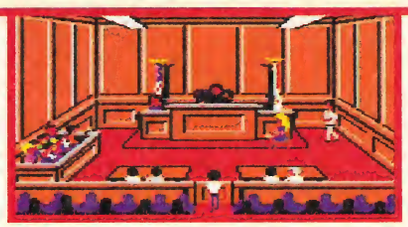
THE HOTEL DELPHORIA: *To be honest, this location doesn't actually come into play in this part of the solution, but is worthy of a mention to save you the hassle of wondering what it is for at this stage.*

CAROL'S CAFFEINE CASTLE: *Every Lytton officer worth his salt knows this place. Carols is where you can find many a colleague on a break, living up to the stereotype about American police and so called 'donuts'.*

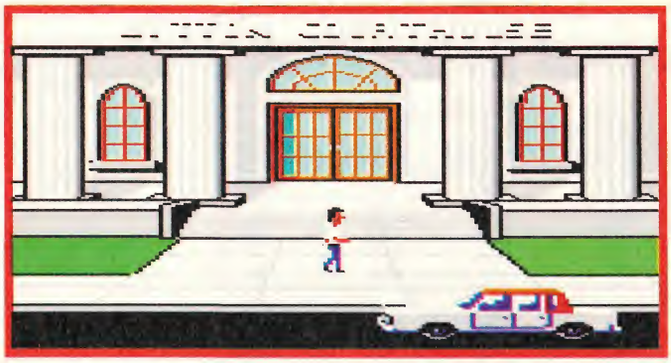
THE BLUE ROOM: *This working mens club is the destination for most at the end of their shift, with the promise of drink, laughter and stimulating conversation being just too much for most to resist.*

after of course performing the mandatory safety check of touching each of the wheels.

Once inside the courthouse, ask to see the judge and keep pestering the clerk until he lets you into the courtroom. Then talk to the judge about Hoffman and all the evidence you have on him. Give her the poster and the file and tell her about the tattoo. This will be enough to convince the judge that Hoffman should not be granted bail, although there is always the possibility that she may claim Hoffman is emotionally crippled, not responsible for his actions and should be released into the community immediately to



POLICE QUEST



kill and rape again. Although I admit it is unlikely.

You will get a 'no bail' warrant and you should rush across the road to the jail, not forgetting to lock up your gun, and give the warrant to the jailer as quickly as possible. This will keep "Hoffers" behind bars for a very long time indeed.

Your next task is to intercept and stop a drug deal which is taking place at the Lytton City Park. So you should go back to the station and pick up Laura. This next section is all very TJ Hookerish and you have to be careful not to get too excited or you could do yourself a mischief as Neil did, and he was only watching. Drive to, and walk into the park and hide behind the bush at the back of the screen to the left. While concealed you should draw and load your weapon, radio Laura before lying in wait for the perpetrators to arrive.

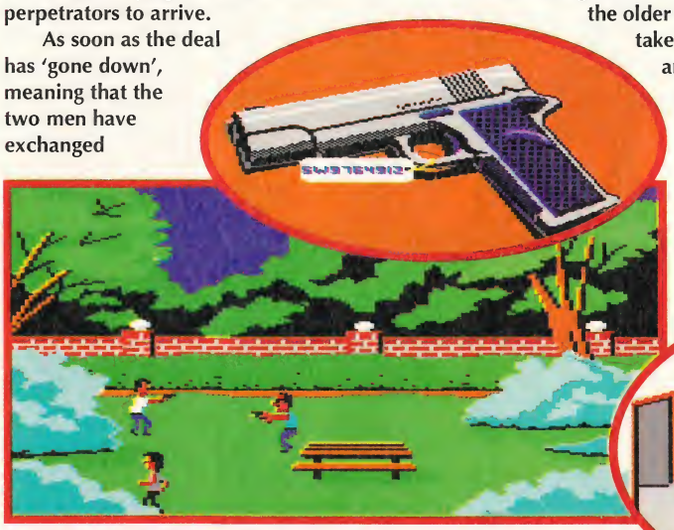
As soon as the deal has 'gone down', meaning that the two men have exchanged packages, radio Laura and holler "Halt Police" before emerging, weapon drawn into the clearing. Use the radio again to warn Laura that one of the men has scarpered, then read the remaining villain his rights. Question him and look at his ID card before taking him outside to where Laura and the other drug dealer are waiting. Question the older man, Colby, and then take them both to the jail and book them for drug possession.

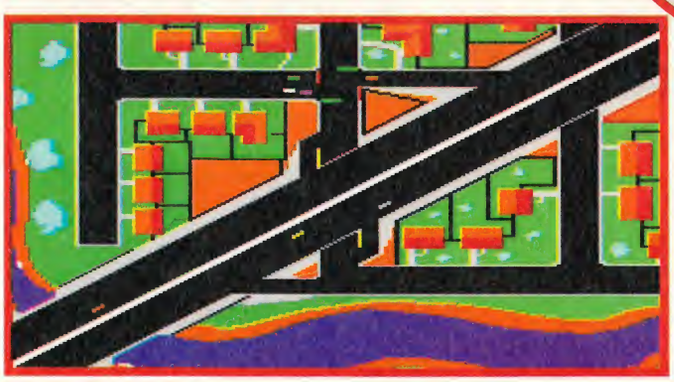
When the two offenders are safely behind bars, where they belong, drop Laura off at the station to do some paperwork and once again head off to the Blue Room to see Jack. Sit in the same place as before and talk to Jack. When he leaves, speak to Steve who will arrive and drive back to the station. Go to Lt. Morgan's office for another briefing, then go to the evidence room and ask the officer if you can see the evidence. Ask to see the black book and look at it, then ask to see the gun and look at that also, making sure you obtain the serial number from the gun.

Go to the computer room and type in the serial number. This will give you details of the gun and a number which you can dial.

Go to your office and dial the number then go to Morgan's for another briefing. After this go to see Sweetcheeks Marie at the jail and when she has finished talking to you say "help me with hotel operation". When she agrees to help you, get back in the car where you will receive a message reporting a dead body at the Cotton Cove. Go there immediately and examine the body. Then radio dispatch for other officers to attend if they haven't already arrived. Finally, return to the station and speak to Morgan and Laura to discuss the plan details for the major drug operation at the Hotel Delphoria.

OK, that's it for this month. I'm making no promises to finish this off next month as I'm not convinced that you are deserving of any more help. It has nothing to do with the fact that I'm struggling to finish the game again myself at all. It's a lie I tell you, a vicious lie. I can finish it in my sleep etc....





competition

INSERT AS APPROPRIATE

Win lots of board game related goodies and show us all up as well!

Do you remember your school summer holidays? I do. Ah yes, six weeks of unadulterated fun. Days of endless sun and the freedom to do what you liked. That was the life. Well actually it wasn't really was it? Let's be honest we were all bored rigid after a week and a half of doing nothing but watching the test match on the telly weren't we? Well all that is about to change courtesy of those board game conversion masters, US Gold.

In conjuction with Kingmaker, the game of strategic combat in 15th century England, Scrabble, the world's most popular word game and the recently released Kixx XL Hoyle's book of Games series, we have come up with a prize with which to while away those long and boring summer days.

Not only does it contain a copy of all of the computer board games mentioned above but also some family favourites that have yet to be converted, including Dominoes, Snakes & Ladders, Backgammon, Cards and draughts plus Scrabble and Kingmaker boardgames.

We've got three of these bundles of joy to give away to the three imaginative, witty and generally lovely people who come up with the best title for a board game related competition page. That's right, all we want you to do is come up with something good to stick up where those big letters are at the top of the page, for the simple reason that we can't think of anything that doesn't make us cringe. Away you go.

U.S. GOLD®

Insert as appropriate

My title for a board game compo is:

_____

_____

Name: .....

Address: .....

.....

.....

Postcode: .....**Age:**.....

Send your entries by 7 May to "Insert as appropriate", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

☐ **IF YOU DON'T TICK THIS BOX YOU MIGHT GET LOADS OF JUNK MAIL IN THE POST LIKE CHEAP WATCHES AND THAT.**

Win Win

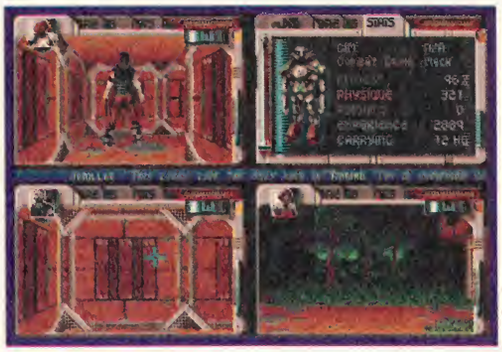
SMALL TIPS - - →

You ask and we deliver! Check out the monster two page tips bit. We surely are a generous bunch.

FRONTIER

Jonathan Burns sent this in, and we thank him grandly. Start on Lave, go to the shipyard Comms screen and sell everything on your ship (upgrades). Purchase a passenger cabin, go to the bulletin board and click on the first message, which should be Patricia Brett. Agree to her offer, then go back to the shipyard (new ships) and select a ship with a negative value. Once in the view screen, keep selecting the "buy icon. A message forbidding you from doing this should appear, but keep selecting, and your money will begin to rise.

WINNER OF A TOP GAME



HIRED GUNS

Simple one this. Type in "Amiga" when you play, for unlimited energy and ammunition. Christian Nilsson from Sweden told us that, he did y'know.

SUPERFROG

Here's a cheat that we haven't heard before. Or maybe we have heard of it and didn't use it. Or maybe we've used it and forgotten we used it. Or – oh look, just read it will you. Press F10 while playing for invincibility. Oh, hang on, we have used that, but how about this: type IN and you will be transported to the end of the level.

SUBURBAN COMMANDO

If Hulk Hogan isn't pulling his weight, or perhaps acting in a particularly wooden fashion, type in these passwords and you'll soon be zipping through the levels.

Level 2 – PIXIEDIXIE
Level 3 – THOMAS
Level 4 – POSTMANPAT

DINOSAUR DETECTIVE AGENCY

And if you're struggling with that other Alternative stormer, try these level codes for size. We're sure they'll fit. Oh yes.

Level 1 – DINODICK (guffaw)
Level 2 – JURASSIC
Level 3 – DINOSORE
Level 4 – DINOMITE

PREMIER MANAGER 2

Mark Williams from Kenilworth has found yet another phone number for Gremlin's top notch run-a-footy-team 'em-up. Dial 896610 for a gambling screen costing £1000 a "do". It's worth it though we're told, as you can earn yourself millions of pounds, all seater stadiums, world class players, injury free squads and, in the immortal words of the K-Tel bloke, much, much more. But we can't think what.

MORTAL KOMBAT

Type in all the letters of the alphabet from A to U – so say Jason Labinger, D. Gauk, Tom Barrat and about fifty others – then repeat the process three times, and you will be presented with a cheat mode option. Most of the cheats speak for themselves, but they include the option to turn off Raiden's body electricity, fight Reptile, choose to see the fighters' death moves every time you get beaten, or select unlimited credits.

If you want to see the biographies, choose a character at the top of the screen, then go to the line which says DEMO-CAMEO, change it using left and right, then press space.

Another way of fighting Reptile is by fighting through until you reach the pit, then beating your opponent with a "double flawless victory", ie, winning twice without loss of energy. Perform your death move on the second victory, and you will be transported below the bridge to fight the reptile.

LIBERATION

Adrian Collinson from Hull is a right miser, and here's his money saving tip. If you are asking for information about Toyogon, when told it will cost you, go the menu which offers the option to beat someone up. Don't batter them though – tell them you'll think about it, and they will give you the information for free. Hurrah!

C.Colquhoun from Ashford reckons that if you hold on to the Data Cryatal you receive before completing mission one, it can be used to find all the other captives in the other missions without having to hunt for clues. Sounds unlikely, frankly, but give it a whirl, and if nothing gives then... well, at least you tried, eh?

GRASS BURNS

On sustaining a grass burn (particularly on knees and elbows), whilst partaking in sport or any other pastime, remove the stain with a damp cloth (warm), and gently apply dettol to the affected area. Within a few days the stinging will disappear, and your affected area will return to its normal colour.

WIZ 'N' LIZ

Here are the rest of the spells that, due to our usual bulging pages of goodness, we couldn't fit in last month.

Carrot + Banana = 50 stars.
Cabbage + Apple = Time doubled.
Banana + Cherry = Multi-coloured flashing screen.
Cabbage + Potato = Game over (only joking).
Cherry + Carrot = One star.
Potato + Orange = Bonus room (snakes).
Pear + Banana = Bonus room.
Pear + Orange = 40 seconds extra time.
Strawberry + Cherry = Stars doubled.
Banana + Apple = Opens shop.
Banana + Cabbage = Sale in shop.
Banana + Banana = Black and white screen.
Potato + Mango = Magic emerald.
Pear + Lemon = Pick up one star get one free.
Banana + Strawberry = Magic Diamond.
Lemon + Carrot = 80 stars.
Cabbage + Carrot = Nothing.
Carrot + Orange = Wabbits worth.
Carrot + Mango = A bunch of bananas.
Potato + Potato = Woodland skipped.
Cabbage + Pear = Five seconds extra time.
Strawberry + Strawberry = 10 seconds extra time.
Apple + Apple = Free bonus letter.
Apple + Potato = Clock stops then starts.
Apple + Carrot = 5000 points.
Potato + Carrot = 20 seconds extra time.
Orange + Apple = Fruit aromatizer.
Apple + Pear = Change from Wiz to Liz or vice versa.
Cabbage + Onion = Five seconds extra time.
Pear + Cherry = 175 stars.
Cabbage + Avocado = 50,000 points.
Banana + Mushroom = Slow timer.
Banana + Lemon = Time ahoy.
Orange + Onion = 30 seconds extra time.
Onion + Pear = Fruit increased.
Lemon + Lemon = Bonus letters swapped.
Orange + Mushrooms = Jump higher.
Apple + Lemon = 100,000 points.
Apple + Onion = Magic ruby.
Mushroom + Avocado = Extra life.
Cherry + Mango = One second extra time.
Mushroom + Carrot = Stars ahoy.
Strawberry + Carrot = Points doubled.
Pear + Mango = 100 stars.
Lemon + Onion = 1,000 points.
Cherry + Avocado = Fruit Aromatizer.
Strawberry + Pear = Bonus Room (phew what's that pong).
Strawberry + Onion = You walk backwards.
... and you won't find any more than that!

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competition

POPPYCOCK

Win one of twenty videos showing just how Sensible's top shoot'em-up, Cannon Fodder, came to be.

Attention all members of the armed forces. Whether you're in the army, the navy, the RAF, or even if er... you're a civilian, then this is the competition for you.

Cannon Fodder has been dominating the games charts since Christmas, and in order to commemorate its success, Virgin have commissioned a video showing how the game was made.

Kind souls that the employees of Richard Branson are, they are determined that the loyal readership of Amiga Action should not miss out on the opportunity to own this fine example of visual posterity. Thus, we have been presented with a total of 20, yes that's TWENTY copies of the video to give away to a select band of readers of sufficient intelligence to be able to answer a number of extremely simple questions.

Now we're not usually ones to condone violence here at Amiga Action (unless of course it involves beating Paul over the head with a blunt instrument), but a bit of blood and guts in a computer game never did anybody any harm did it? I mean, all that fuss about Cannon Fodder when it was released. What were the British Legion playing at? Okay, the game is in fairly dubious taste, but at the end of the day it's just a bit of fun - nobody takes it seriously.

Anyway, suffice to say that we have no qualms whatsoever about running this competition, and here's hoping that we aren't confronted by a placard waving mob of grandads outside our offices when this issue finally hits the shops.

If you'd like to own one of these fabulous videos for yourself, then get up in the attic and dig out your thinking caps, and see how you manage to get on with the following ever so simple war-related teasers.

1) Which software company produced Cannon Fodder?
a) Sensible Software.
b) Not So Clever Software.
c) Really Quite Stupid Software.

2) What symbol represents the Royal British Legion?
a) A poppy.
b) A handlebar moustache.
c) Percy Sugden.

Win Win

Poppycock

Question1: a) ☐ b) ☐ c) ☐ Please tick

Question2: a) ☐ b) ☐ c) ☐

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☐ **IF YOU DON'T TICK THIS BOX YOU MIGHT GET LOADS OF JUNK MAIL IN THE POST LIKE CHEAP WATCHES AND THAT.**

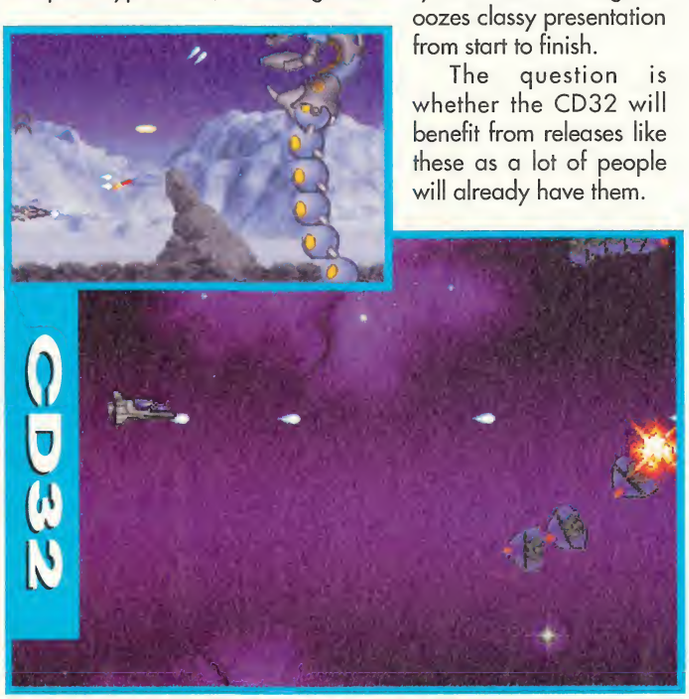
PROJECT X / F-17 CHALLENGE

Publisher: Team 17
Price: £24.99

Well, some people would argue that Project X is the best shoot 'em-up for the Amiga to date. Whether you agree with that point or not doesn't prevent the game reappearing on a CD twin-pack for 25 quid. That's pretty good value, as however you look at it, Project X is a pedigree blaster (not to be confused with Pedigree Chum which is largely to do with dogs!).

There's no denying that it's bloody hard but there aren't many other games that can provide a similar coin-op feel to them. Graphically and sonically the programmers have done a top job. There are plenty of samples on the soundtrack (which can be selected from either a rave tune or a more traditional computer type effort). Scrolling is all very smooth and the game oozes classy presentation from start to finish.

The question is whether the CD32 will benefit from releases like these as a lot of people will already have them.



I didn't like F17 when it first came out and nothing much has changed since then. It was released for the Amiga as a budget product and is by no means the major title on this compilation.

From playing it you can tell that it has not had the same amount of care and attention as some of the other Team 17 games but having said all that it can be good fun for a while at least. The graphics are big, bold and chunky and the game is arcade, rather than simulation, orientated.

There are 16 circuits to hurtle round. None of them are tremendously different from each other but the scenery does alter from place to place.

At the end of the day it's a budget game and always will be. It'll cost you just over a tenner for the Amiga yet it works out slightly more expensive on CD32.

If you buy this CD, F17 Challenge will be a factor in the decision but it's unlikely that it will be the key point in the purchase and isn't anthing more than a solid back-up to Project X. Take a look at the other offering first.

REVIEWED BY: **Chicken**

SCORE **80%**

MUZZY

Publisher: Holborne Software
Price: £5.99

Muzzy is one of the breed of cute ball shaped things with legs that has to solve lots of puzzles. You know the king of thing. Wandering around a room working out how to find the exit by moving items and blasting through walls isn't my idea of fun but it may well appeal to some people out there and it's cheap so it does have somethings going for it.

The packaging isn't up to much either. A small disk sized box with a black and white photocopy inside hardly inspires confidence. However, you can't judge a book by its cover and somebody may get into it. I certainly didn't. Credit where credit's due to the guys for getting off their backsides and doing something on their own. It's better than anything I could do but unfortunately that's not the point. Who knows? One day they may be producing the next line of great games. Not yet though. Enough said.

REVIEWED BY: **Chicken**

SCORE **43%**

WING COMMANDER

Publisher: Hit Squad
Price: £12.99

When this game arrived on the format that must not be named a few years ago it was propelled to the status of a classic. The legend 'greatest thing ever produced' was bandied around. Of course that was probably true at the time, but has long since been surpassed on that particular machine.

It was initially deemed impossible that a game of this standard and size could ever be produced for the Amiga. Anyway it was and now it's out at its cheapest ever price. An Amiga 1200 is handy because otherwise you could find the game runs too slowly.

Taking your position as a starfighter pilot it's time to get involved in the war against the vicious Kilrathi as they try to overcome the human race. There are countless cinematic animations that break up the actual space combat and everything ties together nicely. This is a piece of gaming history reincarnated for your Amiga. Well worth a look if you have a bit of spare cash.

REVIEWED BY: **Chicken**

SCORE 80%

ALIEN BREED SPECIAL EDITION / QWAK

Publisher: Team 17
Price: £24.99

The Alien Breed games have long been popular and are one of the reasons Team 17 shot to such an exalted position in the first place. There have been numerous versions but the one included in this is the Special Edition with the harder aliens and extra levels. Once again it costs just over a tenner if you want to buy it for your Amiga but if you really want a CD version (and there is no difference whatsoever) then you can buy it along with Qwak on this second sparkling Team 17 compilation.

The gist is that you are a space marine and have been sent to a space station overrun by beasties. Alien Breed generates a great deal of atmosphere with its spooky, overhead graphics and sampled sound. There are plenty of levels to get lost wandering about in and it's one of those games that has you wanting another go. A bit of a rarity these days.

Another budget release makes up the numbers on this second CD from Team 17. This got a great deal of play in the office when it first came out which may seem a little bit sad but Team 17 do bill (excuse the pun) their duck game as one of the most playable for the Amiga.

The concept is simple enough and takes the format of a platform romper that oozes sheer playability, especially in two-player mode, as your ducks take on the bad guys. If you have the opportunity then get a mate round and get this on. The next time you look at your watch it'll be time for beddy-byes.

Qwak isn't much to look at but nor were many of the real classics over the years. This, for me is the better of the two CD Twin packs from Team 17 as both games are worth spending time on and it should be purchased accordingly. If you have the games for your Amiga then there is nothing new here but for the convenience of CD they're still worth it.

REVIEWED BY: **Chicken**

SCORE 84%

CHARTS

ELSPA — CHARTS COMPILED BY GALLUP

BUDGET

NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	3	MONKEY ISLAND	KIXX XL	£14.99	ADVENTURE	91%
2	2	JOHN MADDEN FOOTBALL	HIT SQUAD	£12.99	SPORTS SIM	N/A
3	9	POLICE QUEST 1	KIXX XL	£16.99	ADVENTURE	91%
4	5	CHAMP. MANAGER 94 DATA DISK	DOMARK	£9.99	SPORTS SIM	N/A
5	1	STREETFIGHTER 2	KIXX XL	£14.99	BEAT'EM-UP	53%
6	6	EYE OF THE BEHOLDER	KIXX XL	£16.99	RPG	90%
7	4	ASSASSIN: SPECIAL EDITION	TEAM 17	£10.99	SHOOT'EM-UP	80%
8	—	NO IDEA... SORRY	DUNNO	Cheap	ERM?...	-15%
9	8	STRIKER	GBH	£9.99	SPORTS SIM	81%
10	11	ANOTHER WORLD	KIXX XL	£14.99	ADVENTURE	77%
11	7	ALIEN BREED: SPECIAL EDITION 92	TEAM 17	£10.99	SHOOT'EM-UP	91%
12	17	SPEEDBALL 2	KIXX XL	£9.99	SPORTS SIM	83%
13	★	PROJECT X	TEAM 17	£12.99	SHOOT'EM-UP	91%
14	✪	LEISURE SUIT LARRY	KIXX XL	£14.99	ADVENTURE	87%
15	10	PUTTY	GBH	£9.99	PLATFORM	85%
16	18	CRUISE FOR A CORPSE	KIXX XL	£14.99	ADVENTURE	85%
17	14	GRAHAM TAYLOR'S SOCCER CHALLENGE	BUZZ	£9.99	SPORTS SIM	78%
18	15	FIRST DIVISION MANAGER	CODEMASTERS	£7.99	SPORTS SIM	N/A
19	13	POWERMONGER WW1 DATA DISK	HIT SQUAD	£14.99	STRATEGY	86%
20	★	PIRATES!	KIXX XL	£12.99	STRATEGY	N/A

CD32

1	—	MICROCOSM	PSYGNOSIS	£44.99	SHOOT'EM-UP	84%
2	—	NICK FALDO'S CHAMPIONSHIP GOLF	GRANDSLAM	£34.99	SPORTS SIM	89%
3	—	LIBERATION	MINDSCAPE	£34.99	ARCADE/STRAT	90%
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Audiogenic

Wembley International Soccer begins to take shape. You'll have to take our word for it.

Did you know that Audiogenic are the oldest games software company in existence? Well they are. We take a look at sixteen years in the business, and learn about the world's first 32bit footy game.

BY: PAUL ROUNDELL

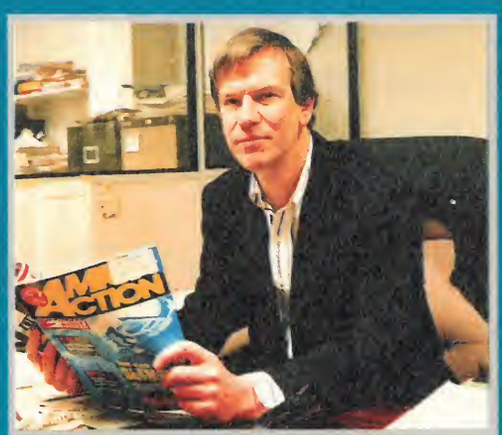
GRAND OLD

Think of the heritage and tradition of Great Britain. A nation built upon its fine reputation for trading and industry, going back hundreds of years. Now think of the software industry, the computer games business. Been around for about two minutes, hasn't it? Well, sixteen years to be precise, and Audiogenic were there at right the beginning.

Peter Calver is the Managing Director of Audiogenic, a company which he and a business partner started up on a very small scale in 1978, then named Supersoft, "to get in on this new fangled computer business."

"We bought a Commodore Pet with 8k of memory and I taught myself to program", says Peter. "This was 1978 remember, and the machine cost £695!" Top bargain. "At this time, the only home computers were the Pet, the Apple 2 and the TRS80.

"Audiogenic were at this time a tape duplicating company, who later began to license games from us at Supersoft. In 1985 we bought out Audiogenic and kept the name. It was better known than Supersoft"



"I never read anything else" fibs MD Peter Calver, "and I wouldn't dream of staging a photograph."

Air Attack was one of Audiogenic's earlier efforts – a green screen block graphic bomber affair designed for the Pet. Peter remembers it fondly, and indeed insisted on digging out an archive copy and loading it up there and then. "We actually had listings for this game printed in PC World many years ago. I think they paid us about £80 for the rights, which is not far from what we could have expected to make selling the game mail order, which is how all games were sold back then. We also made coloured overlays to put over your screen, to give the effect of a fully coloured game. They went down an absolute storm. I think we sold about100 copies." Not exactly your NBA Jam era then?

With titles such as World Class Rugby, Graham Gooch World Class Cricket and the Ocean-published European Champions under their belt, not to mention to upcoming Rugby League Coach, Audiogenic are probably best known for their sports sims. Why does Peter think this is? "We are well known for our sports games, but that's not all what we're about. We were responsible for the first colour packaging on a game in 1982, when they had previously come in generic packs with the name typed down the spine."

Er... right, but what about the sports tag?

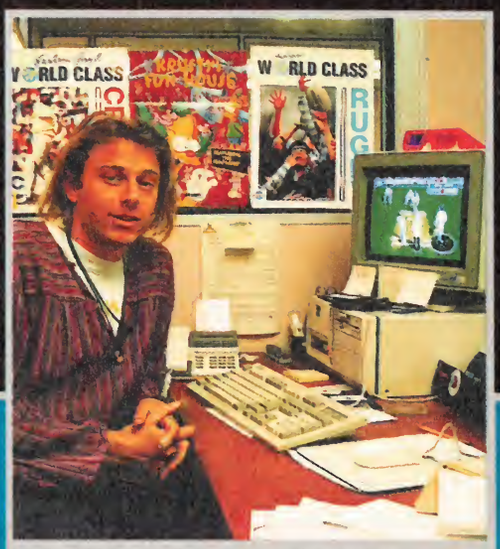
"Our first one was the original Graham Gooch Test Cricket, developed under the Supersoft name but released after we took over Audiogenic. The thing with sports games is that they are instantly accessible to just about everyone, and consequently it's easy to tell if the game is a good one very quickly. We like to think that people have come to recognise that our games represent playability and quality. Of course, it's also very easy to spot a bad one too!"

A major change over the last 16 years is that computer games are now very much mass market. "It's a shame that so many opt for consoles", muses Peter, "because there is so little versatility with them. I mean, you can't learn to type on a console, can you?..."

So is he a fan of the Amiga? "I'm a fan of any machine that is reasonably priced, and gives the customer what he wants. Not all of Commodore's machines have been hits, but they've always had good software available for them, and at least one of their machines is successful at any one time."

Graham Gooch's TEST CRICKET

Graham Gooch in a bat signing marathon at the launch of G.G. All Stars, way back in 1985. Nice captaincy.



Project Manager Jeremy – another unstaged photograph with the moustachiod quasi-maestro.

Oh my God! And to think, we trust these people to provide us with quality games.

MEN

And why are Audiogenic still here when so many have faltered, and how have things for the company changed over the last decade and a half and a bit? "Why are we still here? Well, when we were doing very very well in the early 80s, we employed some common sense. We didn't go and buy flash cars, we saved some money, which proved a shrewd move a few years ago when things took a downturn. And again, we believe our products will always stand up against the rest."

"As far as changes go, well we're a lot more professional now. Eight people work in this office, and we have a warehouse up in Peterborough. On a game for just one format, we have a minimum of five people working on the project, at least two of whom will be working on it full time for around two years." Peter has very firm ideas of where the future of Audiogenic lies.

"We realised a few years ago that we simply can't compete in the megabucks coin-op or film licence stakes, so we took a look at the market and found areas which can still be exploited. Emlyn Hughes International Soccer set a real benchmark for football games. It was the first to incorporate named teams and players' skill levels, which really did make a difference to the gameplay. There is no genre left unexplored now. I think it's fair to say that we take a lot of inspiration from the best of what has gone before, and add the bits we think will work."

Beavering away with the all new tactics option.

A look at the Audiogenic company profile shows that other companies call upon their talents regularly too. Acclaim commisioned them to work on Krusty's Fun House on just about every format known to man, and the recently(ish) released European Champions by Ocean was the fruit of Audiogenic's labour too, although obviously it won't be as good as their very own game later this year! Oh hell no.

Peter elaborates: "We've got the Wembley licence after years of trying, and the game will be called Wembley International Soccer. It's being developed for the A1200 and CD32, and is the first dedicated 32 bit football game."

The perspective is slightly different to anything seen before, though it does lean heavily towards the aforementioned European Champions. "We've gone for a false perspective, and a really neat touch – when it's finished – will be the 'picture in picture mode' which picks out individuals who are in a position to take a pass."

Peter and the team spent a good long while checking out FIFA Soccer on the Mega Drive before beginning in earnest, and believe that what they have is the closest to it we will see on the Amiga.

"There was a big tactical section in European Champions which was largely ignored by the computer press" (ahem – shame) "which we've reworked for this. We haven't managed to get hold of a copy of Manchester United from Krisalis yet, but from what we understand, their Tactigrid isn't as deep as the stuff we're putting in."

The control needs some work doing on it, and indeed it isn't 100 per cent definite how the game will be structured, but it will be based around international teams, and rest assured that every effort is being made to ensure it will stand above the rest this Summer.

Audiogenic care about their reputation. They care about their games, and, seemingly, they care about their customers. Well they care about me anyway – I've never been given chocolate biscuits anywhere else!

W.I.S. is due for release in the summer.

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BACK ISSUES

ISSUE 49 OCT '93. CODE 8490.

Cover – Soccer Kid.
Coverdisk Demos – F117A, Deep Core, Nicky 2, Suburban Commando, Smurf Hunt, Winning Post, Defender.
Features – CD Console, Making of Amiga Action, Beneath A Steel Sky.
Reviews – A320 Airbus USA, American Gladiators, Blob, Deep Core, Hired Guns, Napoleonics, The Patrician, Sim Life A1200, Soccer Kid, Super Sport Challenge.
GTGAs – Syndicate, War in the Gulf, Transarctica.

ISSUE 50 NOV '93. CODE 8491.

Cover – Jurassic Park.
Coverdisk Demos – Theatre of Death, Graham Gooch's Second Innings.
Features – Cannon Fodder, AA birthday.
Reviews – Blade of Destiny, Blastar, Brutal Sports Football, Burning Rubber, Caesar DeLuxe, Diggers, D-Hero, Dogfight, Euro Champions, F17 Challenge, Gearworks, Graham Gooch's Second Innings, Jurassic Park, Morph A1200, Premier Manager 2.
GTGAs – Graham Gooch's World Class Cricket, Beavers, Goal!

ISSUE 51 DEC '93. CODE 8492.

Cover – T2 the Arcade Game.
Coverdisk Demos – Cannon Fodder, Brutal Sports Football.
Features – Terminator 2 and Mortal Kombat, Rise of the Robots, Behind the Scenes at US Gold.
Reviews – Alfred Chicken, Alien 3, Bob's Bad Day, Donk, Krusty's Fun House, Micro Machines, NASCAR, Oscar CD32, Overdrive, Perihelion, Pinball Fantasies CD32, Uridium 2, Theatre of Death, Turrican 3, Qwak.
GTGAs – Hired Guns.

ISSUE 52 XMAS '93. CODE 8493.

Cover – Beneath A Steel Sky.
Three huge coverdisks! – Bob's Bad Day, Campaign 2, Charlie Xmas Chimp, Jack the Ripper, Goochy Classic Match.
Features – Rise of The Robots pt2, Behind the Scenes at Gallup, The Next Step (retrospective).
Reviews – Alien Breed 2, Beneath a Steel Sky, Xmas Lemmings, D/Gen CD32, F117A, Frontier, Globdule, Prime Mover, Second Samurai, Space Hulk, Stardust, Wiz 'n' Liz, Wonder Dog.
GTGAs – Theatre of Death, The Patrician.

ISSUE 53 JAN '94. CODE 8494.

Cover – Beat 'em-up Special.
Coverdisk Demos – Alien Breed 2, Disposable Hero, Dinosaur Detective Agency.
Features – MysterX.
Reviews – Body Blows Galactic, Bubba 'n' Stix, Campaign 2, Cannon Fodder, Cyberpunks, Dino Detective Agency, Doofus, Jet Strike, Kingmaker, Liberation, Magic Boy, Microcosm, Mortal Kombat, Overkill, Sleepwalker CD32, Suburban Commando, When Two Worlds War, Zool 2.
GTGAs – Overdrive, Yo! Joe! **+ free GTGA book!**

ISSUE 54 FEB '94. CODE 8495.

Cover – Universe.
Coverdisk Demos – Body Blows Galactic, Fury of the Furries, Baldy.
Features – MysterX, Twenty Best Games of 1993.
Reviews – Air Force Commander, 'Allo 'Allo, Champ Manager Italia, Combat Classics 2, Cosmic Spacehead, Dreamlands, Fantastic Dizzy, Fury of the Furries, Innocent Until Caught, Lamborghini, Mansell CD32, Settlers, Skid MArks, Star Trek, Switch Quiz, Zool CD32.
GTGAs – Monkey Island, Jurassic Park.

ISSUE 55 MARCH '94. CODE 8496.

Cover – Winter Olympics.
Coverdisk Demos – Methane Bros A1200 & A500, Jet Strike Fantasy Missions, Dithell in Space.
Features – MysterX, Zeewolf, Starlord.
Reviews – Alf Chicken CD32, Assassin '94, Batman Returns, Cool Spot, Dangerous Streets, F1, Fatman, Global Domination, Goblins 3, Labyrinth, Pirates! Gold, Seek & Destroy, Sensible Soccer CD32, Snaperazzi, Tornado, Winter Olympics.
GTGAs – Star Trek 25th Anniversary, Goblins 3.

ISSUE 56 APRIL '94. CODE 8497.

Cover – UFO: Enemy Unknown.
Coverdisk Demos – Liberation (1.5meg), Center Court Tennis, Benefactor, Assassin '94.
Features – Soccer Kid animation, Psygnosis.
Reviews – Blue & Gray, Brian the Lion, Castles 2, Dennis, Fly Harder, King's Quest VI, Legacy of Sorasil, Man Utd Champions, Morph CD32, Puggsy, Ryder Cup, Sabr Team A1200, Seek & Destroy CD32, Simon the Sorcerer, Soccer Kid A1200, Super Methane Bros., Tube Warriors.
GTGAs – Simon Sorc., Police Quest, Goblins 3 pt2.

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TALKBACK

Has everyone gone a bit mad or what? We're all very, very frightened by our readers this month. Whatever are you like?

ALIEN INVASION

In opening I would like to mention how much I enjoy reading your excellent magazine. Anyway, on with the letter.

Reading a past issue of AA, I noticed that in a GTGA, the icon bar and sub menu on the screenshots of Dune 2 were laid out differently to the version that proudly resides in my disk box. My initial thought was that the game you had was an early production version, but I later saw a friend's PC version and found it to be the same. There have been several other occasions when screenshots have been taken from other formats.

Not only does AA take "foreign screen shots", on several occasions, articles have virtually insulted the Amiga. In the Frontier preview of issue 51, Steve McNally blatantly degraded the Amiga by asking, "How do you find working within the limitations of the Amiga after working with PCs?" Being an Amiga user for several years I was very offended by this. The Amiga can easily match the speed of most PCs on the market.

There have been other occasions when the Amiga has been insulted within the covers of your magazine. How can you justify attacking the one thing which keeps you oh so happily employed in times of recession?

Jonathan Moore, Walthamstow.

The Amiga is a big pansy and can't play football. There, that's another insult. Seriously, the question in question (erm...) was perfectly valid, and any outrage you felt should have been nullified by David Braben's response, stating that he prefers the Amiga as a development tool anyway.

As for the PC screenshots – you would not belieeeeve the story behind that GTGA (involving midnight trips to Cheshire villages on deadline day and software which simply refused to load). We weren't attempting to demonstrate the graphical quality of the game in the GTGA, so we were happy. And even if we weren't we would have damn well had to make do!

Actually, if memory serves me correctly, there might have been one or two PC shots thrown into the very feature you mention too. Aaaaah. Woooo.

BRIBERY SCANDAL!

The secret of Virgin's success is finally out. Number one in the adventure, flight sim, beat'em-up and arcade strategy tables in the superleagues, and number two in the sports sim chart, and why? Freebies, that's why!

Quilted Virgin jackets eh? (AA55, Seek & Destroy) you people are all the same – take the jacket with the promise of an extra couple of per cent did you? Pah! Anyway where's mine? Can I have one too? I mean, I do buy the games you know...

Richard Peryer, Newport,

Well that's it, I'm rumbled. Anyone else want to offer a bribe before I'm forced to resign in shame? (he's joking really, no honest he is – Ian)

FOREVER INDEBTED

There are rumours going around my school that Commodore have large debts to pay off. Is this true, and if so, will they be going bust? I was an A500 owner until this Christmas, when I was bought an A1200 by my parents. Have they gone and wasted their hard earned

STAR LETTER

WHATCHA TALKIN' 'BOUT

I recently went into Alders, where a person was debating whether to buy a CD32 or a CDi. He commented on the ugliness of the CD32 to the salesman, who agreed, but pointed out the technical superiority of the CD32. Despite this, the guy walked out with a CDi.

The power and capacity of the CD32 is hidden by the cheap unsightly case. I know the machine is cheap, but it doesn't have to look cheap.

Commodore are losing sales because of this ugliness and need to redesign the CD32 – now!

Also, Commodore desperately need to bundle some decent software with the CD32 – games such as Microcosm, TFX and Rise of the Robots. Also, I think the name CD32 should be changed. Don't get me wrong, it's a good name, but calling it a 32-bit machine could damage sales in light of the 64-bit Jaguar. Maybe Commodore should rename it the Amiga MGS (multimedia games system). What do you think?

Steven Browne, Camberley.

Perhaps the customer in Alders chose the CDi because he saw a few of the games available. Teams are beginning to treat the CD32 as a development machine, but it still isn't happening quickly enough, and the CDi already sports titles such as The 7th Guest, which is the kind of the game the CD32 is crying out for, and could easily handle.

I don't think Commodore could get away with calling their machine a multimedia games system unless the FMV card was sold as an integral part, and as for your bundle suggestion, well I think Commodore must have been listening.

The CD32 Spectacular Voyage pack should be in the shops any time, featuring, along with the original four titles, Microcosm and The Chaos Engine. It's true that a couple of games in the bundle are substandard, but with six pieces of software, now including the CD32's "flagship" game, you're getting a hell of a lot for your money.

BODY BLOW GAL DONATED BY: TEAM 17

money? I know the A1200 has been very successful since its launch, but is it enough to keep Commodore in the running? The ST has gone for good, and Atari are relying on the Jaguar. Will Commodore be relying on the CD32 if the A1200 goes out? If Commodore does go bust will the major software houses still produce games for the Amiga?

Matthew Goodlad, Chesterfield.

Commodore have felt the pinch as much as anyone in the last couple of years, but the last time I spoke to David Pleasance, MD of Commodore, he was perfectly happy that with their two new machines – the A1200 and the CD32 – selling extremely well, and a revised and restricted bundling policy (i.e., they won't be spending thousands of pounds several times a year on new packaging etc.), the future is rosy and red.

And no, they certainly won't be abandoning the A1200, especially not with sales so buoyant, and specific development begining to take off at long last. Don't worry – you're safe with your machine for a good while yet.

FACTOR 12

It's sound here, weather is in the 70s and the accomodation is OK. Went on a camel ride through the sand dunes yesterday but they forgot to tell us it was a nudist area.

Will you pop round and check on my cat?

Simon Brown, Gran Canaria (but usually York.)

It's crap here, weather in the 30s and the office is cold. Went on a car ride to Ocean yesterday but they forgot to tell us it was Saturday.

Will you pop round and check on Neil's competence?

SPECIAL CORNER

I am writing to tell you about an idea about how to stop pirating and lower the price of computer games. On the back of game boxes it shows you various screenshots and gives a brief resume of the game.

If the software companies cut the amout of writing on the box, they could it put an advert on the back, for example "Drink Pepsi Cola". They could also advertise on the side of the box, on the back of the manual, or even program an ad on the disk to appear on the screen when the game is loading.

This would cut the price of games and bring them down to a level the public are willing to pay.

David McCallum, Clarkston, Glasgow.

And the pirates?...

I am considering buying a CD32 but my parents say I will have to sell my Amiga 500+ to get one. I would like to know if you can buy a word processing package for the CD32, and also a printer, as me and my dad need to write letters to other people. I would be grateful if you could help us with these queries.

Mark Smith, Nantwich.

Yes, of course there is a word processing package available for the CD32. It's priced at a mere two pence, and can be found in the shop that sells Dodo cages and pocket sized dinosaurs.

Dear Sirs,
In first words of my letter I want ot introduce myself. My name is Gregory. I am 16 years old. I am living in Poland, Lubin. Two years ago I have started to work with computer Amiga. I am interested in Amiga. I have started to collect prospects.

Grzegorz Jastrzebski, Lubin.

?

SCROUNGEMASTER

Please please please please could you send me a form for Swap Shop, because I bought your mag but never had a form.

Adam Sargent, Welling.

You're fibbing Adam. Oh yes you are.

HACK 'N' SLASH

"Video games ban." That is the headline I read with disgust in my local Tasmanian newspaper.

The article refers to censorship of sexually explicit and extremely violent video games. To make things clearer for your readers I will explain something about the Australian government.

They have a vicious desire to censor anything which appears to be in any way slightly immoral. Even certain pornographic magazines have fallen to the censorship board, and a film which sticks in my head is the classic, An American Werewolf in London. Anyhow, the board of censure now seems to want to attack gamesl.

Mortal Kombat seems to have caused quite a stir in Tasmania, and although the issue has been raised before, since the release of this game we will now have a certification placed on the cover of our video games.

Some might think this is a very good idea, believing that videogames influence behaviour, but arcade games are not censored, and you can easily go to play MK at your local corner shop. Personally, I love a bit of blood and guts in a game, and sometimes more than just a bit, but we must draw a line somewhere, otherwise other governments will catch on to the true blue Aussie way and ban some extremely playable and enjoyable games.

Peter Hernan, Margate, Tasmania, Australia.

There seems to be a contradiction in there somewhere, and besides, from what I hear of your government I thought they'd be all for acts of immorality. Not entirely unlike ours, I suppose.

Anyone else got a comment to make?

GLOWING GRAPHIX

How come if the reviewer of a game doesn't think it's good, the graphics and sound get low scores?

Take Graham Gooch Cricket, for example. As the reviewer didn't think the game was very good he only gave the graphics a meagre 60%. in the data disk, the same graphics got 90%, simply because the reviewer liked it.

Also, why not start a computer lookalikes section? This could be two or more game characters, or a game character and a celebrity. Sets that spring to mind are Putty, Blob and liquid Morph, and Magic Boy and Nicky Boom. Anyway, keep up the good work.

Steven Hyde, Bakersfield, Nottingham.

Cheers Steven, we'll er... take it on board. Mate.

MUST BE BORED

I've just bought Cool Spot for the Amiga! Everything is brilliant. It's funny, it's colourful, the sprite is ace and the game is brilliant. Brilliant!

Corey Dodds, Watford

So?

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OVER THE edge

Nuff respekt due to all the OTE fans who've shown their appreciation in the readers survey. Thanks! I also recieved a letter from Ben Davies, a strapping young lad who claimed to be OTE's biggest fan. He came up with some great ideas for the future of OTE. So with no expense spared I invited him into the HQ for a couple of weeks to help out with what is arguably the best OTE to date. Enjoy the read, it's a good 'un. Anyway from myself and Ben-G, get scanning.

BRAD BURTON

BEN DAVIES

MONEY. THE ROOT OF ALL EVIL? PERHAPS. BUT WE ALL WANT MORE. MOST OF US WORK FOR THE GREEN. BUT THERE ARE SOME WHO'LL TAKE RISKS TO MAKE G'S.

AN EX-CONVICT TELLS US ABOUT HIS RISE AND FALL FROM THE SCENE AND LIFE 'INSIDE'.

CRIME

EASY MONEY OR HARD TIME...

*Banged up for 23 long hours each

I FINALLY TRACKED DOWN BARNES, A REFORMED CRIMINAL WHO'S BEEN 'INSIDE' A COUPLE OF TIMES OVER THE LAST 10 YEARS. HE'S NOW NEARING 30 AND HE'S DETERMINED TO GO STRAIGHT. PRISON LIFE AIN'T NO FUN AS YOU'LL, FIND OUT FROM BARNES' STORY...

"I was young and foolish. I'd just dropped out of college and I suppose some would say I'd got in with the wrong crowd" he told me. "Who could blame me – split between parents from the age of eight, life was difficult. It was either a mum or a dad but never both. It was tough, but I was a fighter and learned to fend for myself. Then dad threw me out after some petty dispute. For weeks I lived on the streets, not really having a direction or a goal. After a few weeks I headed back home, if that's what you could call it. Mum wouldn't have me back, I was disruptive or so she said. I couldn't go back to my dad's, so I swallowed my pride and stayed with my gran until I got back on my feet. It was my 18th birthday and I'd already had a few pints, so I decided to make up with my dad.

"I headed for his local where we talked and everything was cool, then the usual arguments started and I lost my rag and left the boozer. I was angry. Every time I tried to do something right, it went wrong. Was I so bad?

> **"PRISON ISN'T A GLAMOROUS HOLIDAY CAMP, IF YOU RECKON IT IS, WHY NOT BOOK YOURSELF IN? IT'S SO EASY..."**
>
> **BRAD — OTE**

Going home I walked past a car showroom, and spotted a skip full of rubble. Grabbing half a brick I launched it through the window, shattering it on impact. It was the first time in years that I felt in control. In my rage I hurled more bricks, smashing every single pane of glass until the alarm sounded.

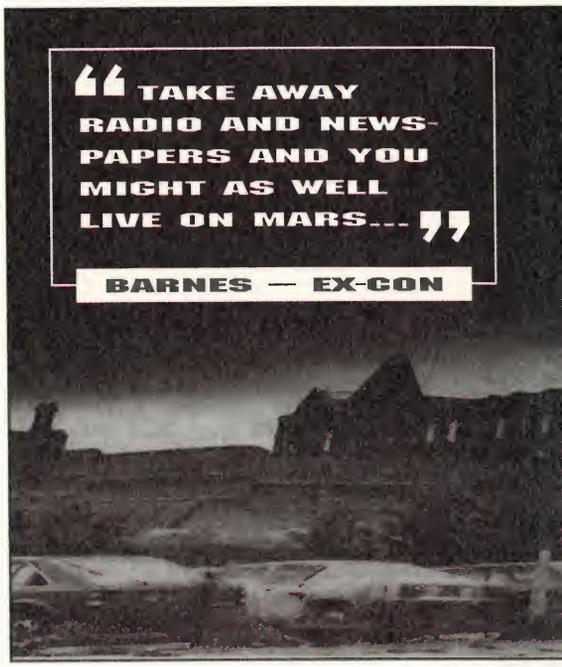
"I should have been away on my toes, but I didn't want to. Maybe I wanted to get arrested – I stood fast, possibly through the haze of alcohol, or sheer depression. In a blaze of flashing lights and sirens the police arrived, they bundled me into the van and took me to the station. The law asked me to give a statement about the incident.

"Why did you do it?" they asked. "Cos I wanted to" I replied. I signed the statment. With that sort of blasé attitude the judge wasn't gonna do me any favours. He didn't. "Guilty. You've acted in an irresponsible manner" he said. "Three months imprisonment". To him I was just another number, a case. He knew nothing of my background, I could expect no help from him. It came as no surprise to me that my parents weren't present at the hearing - were they embarrasssed? As far as I was concerned it was their fault, after all none of them seemed to want their son.

STRANGE WAYS!

"My first stay, at her Majesty's pleasure was at the notorious Strangeways in Manchester. It was my first day, a rainy one and I recall looking out of the rear window of the prison van as it drove through the main gates. Nothing could have prepared me for prison life. This was heavy. I was told to strip nude and was escorted into a shower. Under the watchful eye of a 'screw' (prison guard), I nervously washed myself. On leaving the shower block I was kitted out with my prison uniform, and led to my new home.

I walked beside the screw who must have used his bunch of keys at least seven times before we finally made it to E wing, my home for the next few months. The guard showed me to my cell, and issued me with a rules and regulations booklet. My cellmate, a scouser known as Smiffy, introduced himself, and asked me what I was inside for. He was banged up on a couple of counts of burglary, and like me classed as a YP (Young Prisoner) which basically means you're given a harder time than the older cons.



SERIOUS PRESSURE

"It's an attempt to give young 'uns a short sharp shock. Basically you get all the crap jobs and get ordered about a lot. The cell consists of a bunk and very little else and each prisoner gets a plastic chamber pot. Now imagine that in a small room, being left for hours, while the flies buzz around it. Not posey, and flies aren't the only insect you've to worry about. Within my first week I learned how terrible this place was.

"Across the landing from my cell, there was this guy who had a phobia of cockroaches, and for one reason or another he wasn't well liked. Sometimes 'fellow' inmates would push a few of them through his spy hole and it freaked him out. He used to scream like hell. One night, it must have been about 3am I heard the screams – they were louder and more terrifying than I've ever heard before. I jumped out of my bed and looked through my spy hole. His cell was alight, as was he.

"The screws ran up to the cell and tried in vain to save him, but he was already dead. Before the guy got banged up he was no doubt just a normal guy, no reason to take his own life. Now that had all changed, he no longer had reason nor the will to live - it does that to you. I was lucky, I was physically strong and able enough to look after myself, but coping with mental pressure that's the real fight. In prison you're forever looking over your shoulder, violence could come from one of many angles and regardless of how good a fighter you were, a sockful of PP3 batteries around the back of your head would

STIR CRAZY RULES

- Written applications have to be submitted if you want to grow a beard, or shave your existing one off. Only if official authorisation is given can you go ahead with the change. This may seem a little harsh, its purpose is so the prisoner cannot change his apperance, which could aid an escape attempt.
- You are allowed one visit of an hour each and every fortnight.
- Correspondence is limited to seven letters a week.
- Anything found on your person, or in your cell that was not officially approved and purchased by you, will be classed as contraband. Possesion of contraband is a serious offence and may result in disciplinary action.

OTE

WHAT WOULD YOU LIKE OTE TO INVESTIGATE? WHY NOT LET ME KNOW? CALL (BRAD) 0625-878888

> "IT'D BE NICE TO BELIEVE IT GETS BETTER AS TIME GOES ON... BUT IT DOESN'T. IT'S A SAD EXISTENCE..."
>
> BARNES — EX-CON

MORNING
7:45 Morning Bell.
8:00 Breakfast in cell.
8:20 Put metal trays outside cell.
8:25 Get saftey razor, have shave.
8:30 Hand razors back, slop out.
9:00 Bang up.

NOON
10:15 Excercise if it doesn't rain.
11:15 Bang up.
11:30 Dinner in cell.
1:30 Bang up and slop out.
3:45 Tea in cell and slop out.

NIGHT
6:30 Slop out.
7:30 Cup of tea.
10:00 Lights out.

take you down. Keeping your nose clean is essential, as loss of remand is something you can do without. The days went slow and most prisoners hung on to sanity by the thought of their fortnightly, hour long visit from their loved ones. Every Saturday, the screws used to show a film. I didn't want anything from them, so I didn't go, a solitary stand against the system. I know you're in there to pay for crimes, but we really were living like animals.

HORRIFIC VIOLENCE

"I got out after about three months for good behaviour and tried to get my life back in gear. It was tough – nobody wanted to employ a criminal, so I turned to dealing weed to make cash, not to much at first, but then I got greedy.

"Bang. My front door was kicked in by the DS (Drug Squad), who found enough of the drug to charge me with possesion and intent to sell. I was sentenced to 18 months, that was it. I was determind to do my 'bird' (time) and get on with my life.

"Over the next year I was witness to some horrific injustices and violence more vicious than any film I've ever watched. Prison life isn't clever and a record is nothing to be proud of. Don't get involved in crime. The memories of prison will be with you a lot longer than the portable' or the fast car.

"If I could turn back the clock, I'd have followed through with my education and aimed for a decent job. I realise that the employment scene isn't great at the moment, but, resist the pull of 'easy money'. No amount of monetary gain is worth it. I've learned that the most valuable things in this world are your family and your freedom. Anyone who falls into the prison system, will find it difficult to get out."

"I JUST HOPE AFTER READING THIS IT GIVES YOU SOME IDEA OF HOW BAD IT IS IN THERE. LISTEN, I KNOW IT'S TOUGH TO BE GOOD SOMETIMES, AND YEA' WE ALL GET BORED, SKINT AND DEPRESSED AND ITS DURING THESE TIMES THAT WE MIGHT WANT TO DO SOMETHING FOR A BUZZ OR TO GET SOME 'EASY MONEY'. BUT IT'S ALL SHORT GAIN, DON'T BE A LOSER, CRIME DOESN'T PAY. BUT YOU'LL PAY FOR YOUR CRIMES." BRAD.

THANKS TO BARNES FOR HIS FULL CO-OPERATION WITH THIS LARGE FEATURE. RESPEKT DUE TO YOU.

STUFF

Yo. Expect long queues for this hot baby.

THE BEST IN THE UK?

Two years in the making, the first of its kind in Europe, £10 million, and a total weight Stucture of 440 tons, Nemesis is gonna blow ya away. Alton Towers is host to the UK's most exciting white knuckle ride to date. Forget those conventional roller-coasters with their 80's style architecture train type rides, because instead of sitting down, Nemesis places you in an open ski lift contraption which takes foolhardy riders through a series of drops and chilling inverted loops. It's rumoured that you experience weightlessness for four whole seconds and that's not all. It'll even pull you through a zero-G-roll the type of which, only the elite fighter pilots of the world will have experienced? Coo. It's true you know. Being the top blagger you know me to be, I've managed to aquire a special ticket that enables me to ride on the official first trip into the very heart of the beast. So expect a hot report soon. Hey and whilst I'm on the subject of funfairs and the like, I'm gonna be hitting coasts up and down the country this Summer checking out all the best resorts, and rating them for their fun 'n' sun. I can't wait it'll be a scream, only the freshest 'stuff' hits the pages of OTE. Guaranteed!

OTE

VIDEO OF THE MONTH — POLICE STOP

AVAILABLE FROM LABYRINTH MEDIA LTD
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Every month 10's of the latest video releases are sent to me for review. This has to be the most spectacular, at least for this month. Police Stop contains 50 action packed minutes of real life road drama direct from the archives of Britain's elite traffic police. You'll get to see high speed pursuits through busy city streets plus genuine footage of a motorway pile-up. The action comes fast and is never predictable, testament to that is the drunk who walks straight across the M1 during rush hour. Graham Cole, otherwise known as Pc Tony Stamp from I.T.V's 'The Bill', is your host throughout the running time and has no doubt been asked to put a bit of credibility to the video, talking you through the incidents and offering token advice on how to avoid accidents like the ones you'll see. It's available now, so check it out.

Driving on pavements. Tsk. What a...

BRAD'S POINT

Yo, this is large. No Hollywood action movie comes close to the danger and excitement you will see in this cracking tape. Genuine police chases, no stunt drivers this is real life. If it's the thrill of the chase you're after, you'll be well into this... Big time!

BEN'S VIEW

When I first saw this vid' I really didn't know what to expect. I thought it was going to be a sad case of some suspect home videos being plonked together onto a tape in an effort to make some cash. How wrong could I have been? Some of the crashes are top notch, the speeds the cars and bikes reach are quite unbelievable. The near misses they make along their journey are "heart in the mouth" material. Yea, if I were you, I'd get down to the video store and bag this baby. You won't get short changed, that I guarantee. Don't be a fool – add it to ya collection now!

Cycling on the motorway. Geez.

Thugs, threaten to drop the dog!

A drunk wanders across the M1.

"Right, sonny you're nicked!"

TRACKER CAUSES CAR THIEVES TO THINK TWICE. The UK has a higher rate of car theft than any other country in the EC. Even the most advanced car alarm can be gotten around. Is it worth owning a car only to get your pride and joy stolen and trashed by some loser of a 'grief rider'? Yes, course it is' don't give in to those fools. If you are determined to ensure no harm comes to your motor, why not have a '*Tracker*' installed. It's a small box of gizmotry that's hidden within your car. If it's stolen you notify the Police as normal. Then make a call to the Tracker HQ and within minutes the hidden transponder in your car is activated, which in turn sends out a radio signal which is picked up by every constabulary in Britain. Most pursuit cars are equipped with tracking equipment, and just like a James Bond film, the police can home in on the direction and distance of the vehicle, and follow it at a safe distance unbeknown to the criminal. The emergency service AA is endorsing the product and has set up a freephone number which can be used to order or gain more details. Call (Tristan) 0800-990099.

ALBUM OF THE MONTH
NBA JAM SESSION

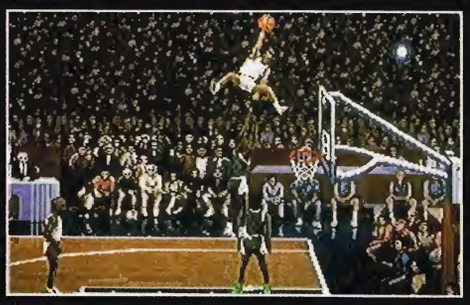
AVAILABLE FROM MCA RECORDS £11.99

Shake baby, shake baby 1, 2, check. Ohhh yeesss. This is large, NBA Jam session is a clever little compilation album from MCA that features nine dope tracks all about slamming, jumping and all aspects of 'ball. Its release shadows that of the No1 conversion NBA Jam and its timing is perfect to mop up all the 'Jam fans who have the Chicago Bull's T, and the Reebok Shaq's, who are looking for their next piece of the NBA. Artists featured include rappers Wreckx-N-Effect in a special Rump-shaker re-mix called Rim-shaker, get the idea? There are actually 10 tracks, one of which is a total duffer, the master of cake retention Heavy D, wants to sack pretending he's a top ragga star on his tune, because it just don't wash... Stick to wondering what your gonna do now that you've found love, fat dude. Other than the one downside this really does get you ready to slam 'dose babies home. Boomshakalaka, get it.

Wreckx are well in effect.

Superstars. But wait till ya hear the reel stars.

Phat bass lines and slammin' lyrics. Check it!



PLUGGIN' BUGGIN'

Whether you accept it or not, the use of listening devices, 'bugs', in everyday business is rife. They come in many shapes and forms, generally though the less conspicuious they are the more they cost. This double plug for example contains a listening device and costs a whopping £349, which is a lot in itself but on top of that you'll need a receiver costing roughly the same! Is it really worth it? Although it's not illegal to own or purchase a radio transmitter, it is an offence to transmit a radio signal without the appropiate licence.

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JET OVER TO THE GLADIATORS HOLIDAY CAMP

Over in America hundreds of kids are getting over excited at the prospect of taking a vacation this Summer at Camp Gladiators. A two week holiday themed around the TV show American Gladiators, it's a chance for rich nippers to mingle with the stars of the show. It also teaches them a bit about how the body works and most importantly how to keep themselves fit and healthy. It's not all steroid packed hunks (allegedly) and bronzed babes though, cos' all the high energy events associated with the programme are there for the testing. Interested? Call the camp on 010-1-310-284-9123.

MORE STUFF

Oh is that the time... Whoops.

GULP! Did you know that Russia has a 'reflex' device which is able to automatically fire nuclear missiles, if certain key members of command don't report in daily. The same applies if important comunications sensors are destroyed. Orders are then passed on to 10's of Russian submarines who will then fire their megaton buddies to various targets worldwide. According to Mr Bruce Blair a military expert, based at the Brookings Institute. Scary stuff, eh? Lets just hope none of them oversleep!

FOLLOW THAT FILM. Some cracking sequels are lined up for the forthcoming year and although very little is known about any of them I just thought I'd be first to share the gossip with you. Basic Instinct 2, how can Sharon Stone surpass her last showing out? Clear and Present, follows the further adventures of that bloke out of Patriot Games, you know the CIA dude played by Harrison Ford. Sister Act 2, Whoopi Goldberg stars in an implausable follow up to an implausable prequel.

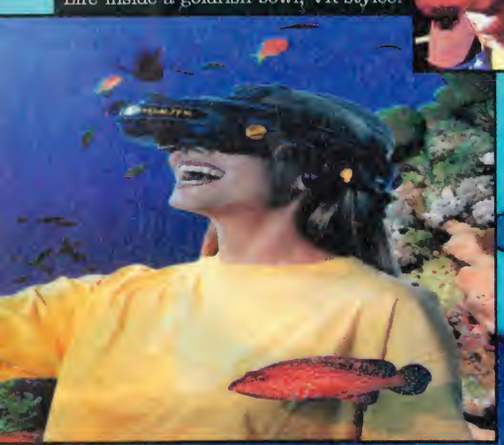
USEFUL NUMBERS. BUNGEE CLUB: 061-763-3138. ALIEN WAR: 071-437-2678. GIVE 'EM A CALL NOW!

REALITY SUCKS!

For years computer freaks have been fixated by the whole concept of Virtual Reality. Now the ultimate in computer technology is being used to simulate the surf. 'Jacking' the minds and even the bodies of users directly into the machines wave simulator program. Apparently top class surfers world-wide are queueing to try the Sim, created by UK based VR experts Denne Developments. Denne aren't the only British company specialising in the leisure industry. Two other multi-million pound businesses are already creating both hardware and software for this market. Imagine living life as a fish. It's reality as far as VR is concerned. How do you know your not plugged into a highly advanced VR machine right now? Think about it. For further details contact the companies direct.

OTE

Life inside a goldfish bowl, VR stylee.



LAST WORDZ

Next month Salford RLFC teach me the basics!

From now on OTE moves up a gear. You can expect all the usual and unusual stuff along with some really hard hitting features, covering all important issues of everyday life. Don't misunderstand me though, this ain't no moral platform, I'll tell it the way it is. Next month you'll get to see and read what happend when I played Rugby League with the pro's. Oh yea, Ben's outta here even though he's a great asset, he just had to go. Sniff, who knows we may see him again sometime in the future. Keep the comments and suggestions coming in, who knows you may find yourself here at the HQ for a couple of weeks. A B C-YA. BRAD

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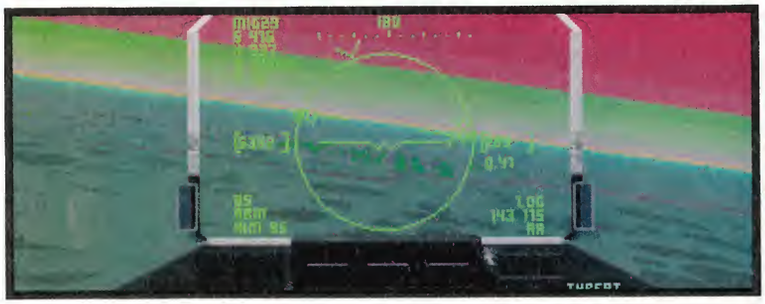

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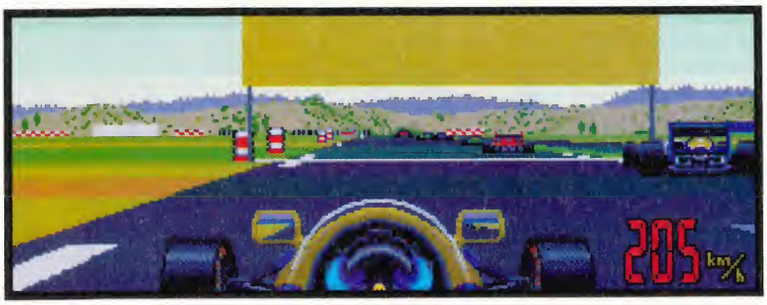

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Gremlin
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Mirage
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US Gold
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24 **CAME FROM THE DESERT** +Ant Head
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Millennium
26 **UNREAL**
Ubisoft
27 **KULT**
Ubisoft
28 **OBITUS**
Psygnosis
29 **CRYSTALS OF ARBOREA**
Silmarils
30 **VOODOO NIGHTMARE**
Activision
31 **LAST NINJA 3**
System 3
32 **ABANDONED PLACES**
Electronic Zoo
33 **ZOMBI**
Ubisoft
34 **NINJA REMIX**
System 3
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Ubisoft
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Digital Magic
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Ocean
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Infogrames
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42 **MERCENARY III**
Novagen
43 **SHADOW OF THE BEAST II**
Psygnosis
44 **DIZZY'S EXCELLENT ADV**
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45 **THE SIMPSONS**
Ocean
46 **DEATH TRAP**
Anco

47 **DRAGON'S LAIR III**
Readysoft
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CodeMasters
49 **SHADOW OF THE BEAST**
Psygnosis
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US Gold
89 **BEASTLORD**
Grandslam
90 **AQUANAUT**
Fission Chips

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US Gold
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PDQ
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Virgin
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Virgin
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US Gold
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10 **RISE OF THE DRAGON**
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US Gold
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Accolade
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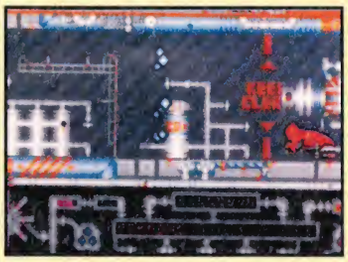

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Psygnosis
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Thalion
15 **BATTLEHAWKS 1942**
Lucasfilm
16 **FIGHTER BOMBER**
Activision
17 **A320 AIRBUS**
Thalion
18 **A-10 TANK KILLER V1.5**
Sierra
19 **GUNSHIP**
MicroProse
20 **BIRDS OF PREY**
Electronic Arts
21 **SHUTTLE**
Virgin
22 **PROFLIGHT**
Hi Soft
23 **INTERCEPTOR**
Unknown
24 **FLIGHT SIMULATOR 2**
Sublogic

25 **KNIGHTS OF THE SKY**
MicroProse
26 **MIG-29M SUPER FULCRUM**
Domark
27 **F-29 RETALIATOR**
Ocean
28 **F-15 STRIKE EAGLE II**
MicroProse
29 **A-10 TANK KILLER**
Sierra
30 **MIG-29 FULCRUM**
Domark
31 **TOWER FRA**
Unknown
32 **WINGS**
Cinemaware
33 **SKYCHASE**
Microprose
34 **F-15 STRIKE EAGLE**
MicroProse
35 **ATF II**
Digital Integration
36 **FIGHTER DUEL PRO**
Jaeger Software
37 **CHUCK YEAGER**
Electronic Arts
38 **RED BARON**
Dynamix
39 **STRIKE FORCE HARRIER**
Digital Integration
40 **BLUE MAX**
Unknown

RACING

1 **SKIDMARKS**
Acid Software
2 **LOTUS ESPRIT TURBO CHALL**
Gremlin
3 **FORMULA ONE GRAND PRIX**
MicroProse
4 **SUPERCARS 2**
Gremlin
5 **LOTUS TURBO CHALLENGE II**
Gremlin
6 **OVERDRIVE**
Team 17
7 **STUNT CAR RACER**
MicroStyle
8 **NO SECOND PRIZE**
Thalion
9 **NITRO**
Psygnosis
10 **LOTUS III**
Gremlin
11 **LAMBORGHINI**
Titus
12 **F17 CHALLENGE**
Team 17
13 **MICRO MACHINES**
CodeMasters
14 **JAGUAR XJ220**
Core Design
15 **HARLEY DAVIDSON**
Mindscape
16 **F1**
Domark
17 **VROOM**
Unknown
18 **BILL ELLIOT'S NASCAR**
Gametek
19 **CRAZY CARS 3**
Titus
20 **INDIANAPOLIS 500**
Electronic Arts
21 **NIGEL MANSELL**
Gremlin
22 **SUPER MONACO GP**
US Gold
23 **TEST DRIVE 2**
Accolade
24 **TOYOTA RALLY**
Gremlin
25 **COMBO RACER**
Gremlin

26 SUPER OFF ROAD RACER
Virgin
27 SUPER CARS
Gremlin
28 TEAM SUZUKI
Gremlin
29 LOMBARD RAC RALLY
Mandarin
30 SUPER HANG-ON
Activision
31 JUPITER'S MASTERDRIVE
Ubi Soft
32 RVF HONDA
MicroStyle
33 INDY HEAT
The Sales Curve

34 PSYBORG
Loriciel
35 4D SPORTS DRIVING
Mindscape
36 OUTRUN EUROPA
US Gold
37 HARD DRIVIN' II
Domark
38 ROAD RASH
Electronic Arts
39 GRAND PRIX CIRCUIT
Unknown
40 TURBO OUTRUN
US Gold
41 HARD DRIVIN'
Domark
42 BADLANDS
Domark
43 PRIME MOVER
Psygnosis
44 THE CYCLES
Ubisoft
45 CHASE HQ II
Ocean
46 POWERDROME
Ubisoft
47 OVERLANDER
Elite
48 TEST DRIVE
Accolade
49 BURNING RUBBER
Ocean
50 RED ZONE
Psygnosis
51 CISCO HEAT
Mirrorsoft
52 RACE DRIVIN'
Domark
53 MOONSHINE RACERS
Millennium
54 FERRARI FORMULA 1
Virgin
55 THE ULTIMATE RIDE
Mindscape
56 HOTROD
Activision
57 GRAND PRIX MASTER
Codemasters
58 CHASE HQ
Ocean
59 HIGHWAY PATROL 2
Infograms
60 DRIVIN' FORCE
Digital Magic

BEAT'EM-UP

1 MORTAL KOMBAT
Virgin
2 IK+
System 3
3 BODY BLOWS
Team 17
4 PANZA KICK BOXING
Futura
5 TORVAK THE WARRIOR
Core Design
6 BODY BLOWS GALACTIC
Team 17
7 BUDOKAN
Electronic Arts
8 STREETFIGHTER II
US Gold
9 ORIENTAL GAMES
Unknown
10 AFTER THE WAR
Dynamic
11 VIGILANTE
US Gold
12 WRATH OF THE DEMON
Readysoft
13 SHADOW WARRIORS
Ocean
14 FINAL FIGHT
US Gold
15 NINJA WARRIORS
Virgin
16 GOLDEN AXE
Virgin
17 SWORD OF THE SODAN
Activision
18 CHAMBERS OF SHAOLIN
Grandslam
19 METAL MASTERS
Infogrames
20 BLACK TIGER
US Gold
21 DARKMAN
Ocean
22 SKULL AND CROSSBONES
Domark

23 DOUBLE DRAGON III
Virgin
24 DYNASTY WARS
US Gold
25 PITFIGHTER
Domark
26 FULL CONTACT
Team 17
27 TMHT
Mirrorsoft
28 DINOWARS
Unknown
29 NIGHTBREED (ARCADE)
Ocean
30 ROGUE TROOPER
Krysalis
31 DOUBLE DRAGON II
Virgin
32 LAST NINJA 2
System 3
33 IVANHOE
Ocean
34 WILD STREETS
Titus
35 DR DOOMS REVENGE
Entertainment International
36 COUGAR FORCE
Tomahawk
37 TURTLES 2/ARCADE GAME
Mirrorsoft
38 DANGEROUS STREETS
Flair
39 WWF II
Ocean
40 TUBE WARRIORS
Dynabyte

STRATEGY

1 SETTLERS
Kompart
2 POWERMONGER + *Data Disk*
Electronic Arts
3 UTOPIA + *Data Disk*
Gremlin
4 PERFECT GENERAL
Impressions
5 MEGA LO MANIA
Mirrorsoft
6 POPULOUS II
Electronic Arts
7 CIVILISATION
MicroProse
8 DUNE II
Virgin
9 PIRATES! GOLD
MicroProse
10 CAESAR
Impressions
11 SABRE TEAM
Krisalis
12 GLOBAL EFFECT
Electronic Arts
13 DREADNOUGHTS
Turcan Research
14 CAMPAIGN 2
Empire
15 GENGHIS KHAN
Infograms
16 GENESIA
Mindscape
17 SIM CITY DELUXE
Infogrames
18 SIMCITY+*Terrain Editor*
Infogrames
19 A-TRAIN
Maxis
20 CAESAR DELUXE
Impressions
21 SUPREMACY
Unknown
22 CELTIC LEGENDS
Ubi Soft
23 GLOBAL DOMINATION
Impressions
24 BANDIT KINGS
Unknown
25 BATTLE ISLE + *Data Disk*
Blue Byte
26 POPULOUS +*Promised Lands*
Electronic Arts
27 RAILROAD TYCOON
MicroProse
28 RAGNAROK
Mirage
29 AIRFORCE COMMANDER
Impressions
30 CAMPAIGN + *Data Disk*
Empire
31 REALMS
Virgin
32 THE PATRICIAN
Daze
33 CENTURION
CCS
34 BREACH 2
Impressions
35 HARPOON + *Data Disk*
Mirrorsoft
36 MURDER
US Gold
37 LASER SQUAD
Krisalis
38 ROME AD92
Millennium
39 VIKINGS
Thalamus
40 BREACH
Impressions
41 PALADIN
Impressions
42 SIM EARTH
Ocean
43 DEUTEROS
Activision
44 HISTORYLINE 1914-1918
Blue Byte
45 BLUE AND THE GRAY
Impressions
46 SIMANT
Ocean
47 WARLORDS
Unknown
48 1869
Flair
49 GETTYSBURG
Mirrorsoft
50 ARMADA
Mirrorsoft
51 BORODINO
Mirrorsoft
52 MONOPOLY
Unknown
53 WHEN TWO WORLDS WAR
Impressions
54 RISK
Unknown
55 BATTLE CHESS II
Intercom
56 BATTLEMASTER
Unknown
57 MOONBASE
CRL
58 BATTLE CHESS
Electronic Arts
59 LORDS OF CHAOS
DMI
60 BRIGADE COMMANDER
Unknown
61 HILL STREET BLUES
Krisalis
62 AIRFORCE COMMANDER
Impressions
63 KINGMAKER
US Gold
64 AIR BUCKS
Impressions
65 GOLD OF THE AMERICAS
Starbyte
66 HALLS OF MONTEZUMA
US Gold
67 ARNHEM
CCS
68 GERM CRAZY
Electronic Zoo
69 TOWER OF BABEL
Microprose
70 CHESS CHAMPION 2175
CDS
71 FLOOR 13
Virgin

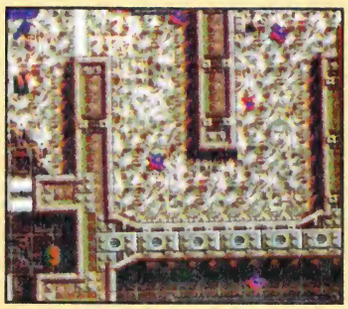
72 FIGHTER COMMAND
Impressions
73 FORT APACHE
Impressions

SUPER LEAGUES

74 **LIFE AND DEATH**
Mindscape
75 **INTERCEPTOR**
Electronic Arts
76 **RED LIGHTNING**
SSI
77 **CONFLICT EUROPE**
Mirrorsoft
78 **COHORT**
Impressions
79 **SEIGEMASTER**
CCS
80 **STORM ACROSS EUROPE**
SSI
81 **CONFLICT: MIDDLE EAST**
US Gold
82 **NAPOLEON I**
Impressions
83 **AFRIKA KORPS**
Impressions
84 **BIG BUSINESS**
Rainbow Arts
85 **RAMPART**
Domark
86 **CASTLES**
Electronic Arts
87 **CRIME CITY**
Impressions
88 **'NAM**
Domark
89 **TRADERS**
Unknown
90 **NUCLEAR WAR**
US Gold
91 **CHARGE OF LIGHT BRIGADE**
Impressions
92 **CASTLES 2**
Interplay
93 **CHAMPION OF THE RAJ**
Mirrorsoft
94 **DRAGON FORCE**
Phalion
95 **OVERRUN**
US Gold
96 **WATERLOO**
Mirrorsoft
97 **FIRETEAM 2200**
Ubisoft
98 **AUSTERLITZ**
Mirrorsoft
99 **NO GREATER GLORY**
Unknown
100 **UMS 1+2**
MicroProse

ARCADE STRATEGY

1 **CANNON FODDER**
Virgin
2 **FRONTIER - ELITE 2**
Gametek
3 **LIBERATION**
Mindscape
4 **ELITE**
Rainbird
5 **SYNDICATE**
Electronic Arts
6 **SPACE HULK**
Electronic Arts
7 **ARMOUR-GEDDON**
Psygnosis
8 **DYNABLASTER**
VBI
9 **THE KILLING CLOUD**
Mirrorsoft
10 **FLAMES OF FREEDOM**
MicroProse
11 **HIRED GUNS**
Psygnosis
12 **STARGLIDER 2**
Rainbird
13 **THEATRE OF DEATH**
Psygnosis
14 **STORM MASTER**
Silmarils
15 **SPECIAL FORCES**
MicroProse
16 **NORTH AND SOUTH**
Infogrames
17 **WAR IN THE GULF**
Empire
18 **PIRATES**
US Gold
19 **TRANSARCTICA**
Silmarils
20 **INTERPHASE**
Mirrorsoft
21 **DRAGON'S BREATH**
Palace
22 **MIDWINTER**
MicroProse
23 **IRON LORD**
Ubisoft
24 **MILLENIUM 2.2**
Activision
25 **DAMOCLES** + *Mission Disk*
Novagen
26 **COVERT ACTION**
MicroProse
27 **VOYAGE BEYOND**
Unknown
28 **LORDS OF THE RISING SUN**
Cinemaware
29 **ROBIN HOOD**
Millennium



30 **ANCIENT ART/WAR IN SKIES**
MicroProse
31 **NARCO POLICE**
Dynamix
32 **STAR CONTROL**
Unknown
33 **TEAM YANKEE**
Empire
34 **MOONFALL**
Hewson
35 **TIME MACHINE**
Activision
36 **MAGIC FLY**
Activision
37 **PACIFIC ISLANDS**
Empire
38 **CYTRON**
Psygnosis
39 **STRIKE FLEET**
Electronic Arts
40 **STARFLIGHT**
SSI
41 **SPACE ROGUE**
Unknown
42 **RULES OF ENGAGEMENT**
Impressions
43 **MAGIC GARDENS**
Electronic Zoo
44 **ECO PHANTOM**
Elec Zoo
45 **VOLFIED**
Empire
46 **AIR SUPPORT**
Psygnosis
47 **SWORDS AND GALLEONS**
Silver
48 **D-DAY**
US Gold
49 **CARTHAGE**
Psygnosis
50 **LOST PATROL**
Ocean

PLATFORM

1 **FLASHBACK**
US Gold
2 **SOCCER KID**
Krisalis
3 **SUPERFROG**
Team 17
4 **ZOOL**
Gremlin
5 **THE ADDAMS FAMILY**
Ocean
6 **ASSASSIN '94**
Team 17

7 **ASSASSIN**
Team 17
8 **PREMIERE**
Core Design
9 **GODS**
Renegade
10 **FURY OF THE FURRIES**
Mindscape
11 **ZOOL 2**
Gremlin
12 **RAINBOW ISLANDS**
Ocean
13 **DONK**
Supervision
14 **PARASOL STARS**
Ocean
15 **FIRE & ICE**
Renegade
16 **ROBOCOD**
Millennium
17 **PUGGSY**
Psygnosis
18 **LEANDER**
Psygnosis
19 **PUTTY**
System 3
20 **COOL SPOT**
Virgin
21 **BRIAN THE LION**
Psygnosis
22 **ARABIAN NIGHTS**
Krisalis
23 **RICK DANGEROUS 1+2**
MicroProse
24 **TITUS THE FOX**
Titus
25 **ALIEN 3**
Virgin
26 **MAGIC BOY**
Empire
27 **QWAK**
Team 17
28 **SLEEPWALKER**
Ocean
29 **CHUCK ROCK II**
Core Design
30 **DELIVERANCE**
21st Century
31 **FUZZBALL**
System 3
32 **RODLAND**
The Sales Curve
33 **JAMES POND**
Millennium
34 **9-LIVES**
Arc
35 **ALFRED CHICKEN**
Mindscape
36 **LETHAL WEAPON**
Ocean
37 **ELF**
Ocean
38 **MYTH**
System 3
39 **SWITCHBLADE 2**
Gremlin
40 **FANTASTIC DIZZY**
Codemasters
41 **SUPER METHANE BROTHERS**
Apache
42 **TEARAWAY THOMAS**
Soundware
43 **BEAVERS**
Grandslam
44 **JIM POWER**
Loriciel
45 **WOODY'S WORLD**
Global
46 **'ALLO 'ALLO**
Alternative
47 **GLOBAL GLADIATORS**
Virgin
48 **TROLLS**
Flair
49 **MAGIC BOY**
Empire
50 **SWITCHBLADE**
Gremlin
51 **MAGIC POCKETS**
Renegade
52 **TOKI**
Ocean
53 **ELVIRA THE ARCADE GAME**
Flair
54 **THE BLUES BROTHERS**
Titus
55 **WONDER DOG**
Core Design
56 **CHUCK ROCK**
Core Design
57 **P.P. HAMMER**
DMI
58 **CREATURES**
Thalamus
59 **DEEP CORE**
Ice
60 **LIONHEART**
Thalion
61 **MCDONALD'S LAND**
Virgin
62 **BC KID**
Ubi Soft
63 **OSCAR**
Flair
64 **BUBBLE BOBBLE**
Firebird
65 **HARLEQUIN**
Gremlin
66 **FLOOD**
Electronic Arts
67 **NEW ZEALAND STORY**
Ocean
68 **VIKING CHILD**
Unknown
69 **CAR-VUP**
Core Design
70 **RISKY WOODS**
Electronic Arts
71 **YO JOE!**
Hudson Soft
72 **JOE & MAC**
Elite
73 **NIGHT SHIFT**
Lucasfilm
74 **DINO DETECTIVE AGENCY**
Alternative
75 **GLOBDULE**
Psygnosis
76 **NEBULUS II**
Hewson
77 **UGH!**
Blue Byte
78 **MEGA TWINS**
US Gold

79 **ROLLING RONNY**
Virgin
80 **BABY JO**
Loriciel
81 **SUBURBAN COMMANDO**
Alternative
82 **GHOULS'N'GHOSTS**
Elite
83 **PREHISTORIK**
Titus
84 **NICKY 2**
Daze
85 **WIZ 'N' LIZ**
Psygnosis
86 **FATMAN**
Kompart
87 **DENNIS**
Ocean
88 **DOJO DAN**
Europress Software
89 **HUDSON HAWK**
Ocean
90 **NAVY SEALS**
Ocean
91 **HOI**
Kompart
92 **CAPTAIN PLANET**
Mindscape
93 **EDD THE DUCK**
Zeppelin
94 **SUPER CAULDRON**
Titus
95 **KID GLOVES**
Unknown

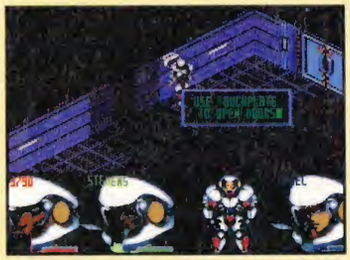
PUZZLE & QUIZ

1 **LEMMINGS 2**
Psygnosis
2 **OH NO! MORE LEMMINGS**
Psygnosis
3 **LOST VIKINGS**
Interplay
4 **DIGGERS**
Millennium
5 **PIPEMANIA**
US Gold
6 **BUBBA 'N' STIX**
Core Design
7 **ONE STEP BEYOND**
Ocean
8 **PUSH-OVER**
Ocean

9 **HUMANS/JURASSIC LEVELS**
Mirage
10 **BILL'S TOMATO GAME**
Psygnosis
11 **KRUSTY'S FUNHOUSE**
Virgin
12 **KLAX**
Domark
13 **CHIPS CHALLENGE**
US Gold
14 **TETRIS**
Infogrames
15 **BRAT**
Mirrorsoft
16 **WIZKID**
Ocean
17 **BOB'S BAD DAY**
Psygnosis
18 **BLOB**
Core
19 **GOBLIINS 2**
Coktel Vision
20 **MORPH**
Millennium
21 **GOBLIIINS**
Coktel Vision
22 **GOBLIINS 3**
Sierra
23 **TRODDLERS**
The Sales Curve
24 **SINK OR SWIM**
Zeppelin
25 **TINY SKWEEKS**
Loriciel
26 **LOOPZ**
Audiogenic
27 **SUPER TETRIS**
MicroProse
28 **STEG**
CodeMasters
29 **SWITCH QUIZ**
Switchsoft
30 **BLOCKOUT**
Unknown
31 **LOCOMOTION**
Global
32 **WELLTRIS**
Infogrammes
33 **BUG BOMBER**
Unknown
34 **ISHIDO**
Palace
35 **PUZZNIC**
Ocean
36 **NEVERMIND**
Psyygnosis
37 **E-MOTION**
US Gold
38 **TRIVIAL PURSUIT**
Domark
39 **CASTLE OF DR. BRAIN**
Sierra
40 **STONE AGE**
Grandslam
41 **ATOMINO**
Psygnosis
42 **SUPAPLEX**
Digital Integration
43 **LOGICAL**
Rainbow Arts
44 **GEM'X**
Unknown
45 **BRAIN BLASTERS**
Psygnosis
46 **ATOMIX**
Unknown
47 **REVELATIONS**
Krisalis
48 **PICK'N'PILE**
Ubi Soft
49 **QUADREL**
Krisalis
50 **CATCH'EM**
DMI
51 **PLOTTING**
Ocean
52 **7 COLORS**
Infogrames
53 **KWIK SNAK**
Unknown
54 **SPINDIZZY WORLDS**
CodeMasters
55 **JUMPING JACKSON**
Unknown
56 **CLOWN'O'MANIA**
Unknown
57 **SCRABBLE**
Melbourne House
58 **MANIX**
Millenium
59 **MANIC MARBLE**
Unknown
60 **SCRABBLE**
US Gold
61 **TILT**
Unknown
62 **BOULDERDASH**
First Star
63 **BOSTON BOMB CLUB**
Silmarils
64 **THE POWER**
Demonware
65 **GEARWORKS**
Software Business

ROLE PLAYING

1 **DUNGEON MASTER**
Psygnosis
2 **CHAOS STRIKES BACK**
Psygnosis
3 **EYE OF THE BEHOLDER II**
US Gold
4 **LEGEND**
Mindscape
5 **KNIGHTMARE**
Mindscape
6 **AMBERSTAR**
Thalion
7 **BLACK CRYPT**
Electronic Arts
8 **MIGHT AND MAGIC III**
US Gold
9 **PALADIN II**
Impressions
10 **BANE OF THE COSMIC FORGE**
US Gold
11 **EYE OF THE BEHOLDER**
US Gold
12 **MIGHT AND MAGIC II**
US Gold
13 **PERIHELION**
Psygnosis



14 **SHADOWORLDS**
Krisalis
15 **WORLDS OF LEGEND**
Mindscape
16 **LEGACY OF SORASIL**
Gremlin
17 **POOLS OF DARKNESS**
US Gold
18 **DEATH KNIGHTS OF KRYNN**
US Gold
19 **CHAMPIONS OF KRYNN**
US Gold
20 **BLADE OF DESTINY**
US Gold
21 **BARD'S TALE III**
Electronic Arts
22 **BARD'S TALE II**
Electronic Arts
23 **ABANDONED PLACES 2**
ICE
24 **ISHAR 2**
Daze
25 **ULTIMA VI**
Mindscape
26 **EXODUS**
Global
27 **STARFLIGHT II**
US Gold
28 **WHALE'S VOYAGE**
Flair
29 **STARFLIGHT**
US Gold
30 **SHADOWLANDS**
Domark
31 **SECRET OF THE SILVER BLADES**
Infocom
32 **HARD NOVA**
Electronic Arts
33 **SHADOW SORCERER**
US Gold
34 **ISHAR/LEGEND OF FORTRESS**
Daze
35 **LEGENDS OF VALOUR**
US Gold
36 **LORD OF THE RINGS**
Electronic Arts
37 **SPACE 1889**
Empire
38 **MEGATRAVELLER 1**
Empire
39 **BUCK ROGERS**
US Gold
40 **DRAGON WARS**
Unknown
41 **AZURE BONDS**
US Gold
42 **POOL OF RADIANCE**
US Gold
43 **LEGEND OF FAERGHAIL**
Rainbow Arts
44 **TREASURES/SAVAGE FRONT**
US Gold
45 **GATEWAY/SAVAGE FRONT**
US Gold

BAT & BALL

1 **PINBALL FANTASIES**
21st Century
2 **PINBALL DREAMS**
21st Century
3 **ARKANOID 2/REV OF**
Ocean
4 **SHUFFLEPUCK CAFE**
Ubisoft
5 **ARKANOID**
Ocean
6 **KRYPTON EGG**
Rainbird
7 **BUNNY BRICKS**
Silmarils

8 **LORDS OF WAR**
Rainbow Arts
9 **BOTICS**
Krisalis
10 **TITAN**
Titus

Now what did we write here last month? Hope it wasn't the same as this else we'd all feel rather foolish and unoriginal...

SWAP

Selling: Cannon Fodder, Mortal Kombat, Wiz N Liz, Bubba N Stix, Champ Manager Italia, Settlers, Micromachines, Skidmarks, Simon the Sorcerer, Soccerkid, Cool Spot, Frontier and a cupboard full of other games dirt cheap. Don't wait, send for list today. Also looking for contacts to swap utils. and demos. Write to G. Carter, 39 Friars Way, Airdrie, ML6 9QU.

A1200 and CD32 contacts wanted. For sale: Pinball Fantasies and Liberation (CD32), £15 each. Also large collection of A500 and A1200 games going cheap - all originals. Action Replay MK3 £20. For more info write to Andy Wilkinson, 32 Castle View, Sunderland, Tyne and Wear, SR5 3EA.

Have: Space Hulk, Uridium 2, Micro Machines, Alien Breed 2, Monkey Island 2. Want: Fate of Atlantis (US Gold), Gunship 2000, Skidmarks, Civilisation, Cannon Fodder, Flashback. Phone Jon Archer on 0293 528755 Ext. 2520 (weekday), 0273 695308 (weekend). Hang on, didn't you used to work here?

Games for sale: Lemmings II, Hired Guns, Cannon Fodder, Elite II, Transarctica, Walker, The Chaos Engine, Alien Breed II (1200), Premier Manager II, all in original boxes, £10 each. Or swap any for: Civilisation (AGA1200), Battle Isle 93, Historyline 1914-1918. Phone S. Neal on 0288 354075 (after 6PM).

Are you stuck on any of your Amiga games? I have disks containing cheats, tips, A.R. codes and level codes. Excellent value at £3 for my complete disk which works on any Amiga, postage and packing included. Write to Robbie Wallace, 120 Claremont, Alloa, FK10 2EG.

Swap: Gods Wings, Championship Manager 93, No Greater Glory, Civilisation, Maxiplan 4, Kindwords 3, Alien Breed 2 (1200 version). Want: Flasback, Cannon Fodder, Settlers, Mortal Kombat, Syndicate, 1869, Kingmaker, F117A, Star Trek, Wordsworth 2 AGA. Phone Mr. R. Liston on 0259 216718.

Sell: Gunship 2000, Ashes Empire (with video), £14 each, Chessmaster 2100, Birds Prey, Project X, Sim Earth £11 each, Sim City, Shoot'em-up construction kit, Tilt, £8 each, Virtual Reality Studio £20, World Atlas £20. Phone K. Abnett on 04837 30833.

Collectors car, SAAB 96V4, 1972, nice condition, valued at £1800, appreciating classic. Swap for Amiga 4000, monitor, colour printer, or sell for £1500. Genuine reason for sale. Phone Mr. T.J. Rushton on 0626 54786. So, Swap Shop will be turning into Auto Trader then will it Mr. Rushton?

UK SNES with two controllers and six great games including Zombies, Super Star Wars and Zelda III. All boxed and in mint condition. Sell for £230. Phone Thomas Lucas on 0252 511776.

A500, 1 Meg, 2 joysticks and a mouse. Has an extra two years parts and labour guarantee. 100+ games. Cost £600+, will sell for £300 ono. All in mint condition, hardly used. Phone Matthew Webb on 0642 325055.

A500 for sale! Perfect working order, boxed and fully documented, including 2 MB RAM, Techno Plus external drive, Deluxe Paint III and more than 10 original titles including Street Fighter 2. All for the reasonable price of £150 ono. Phone Jonathan Moore on 081 520 9923.

Best games for swap: Monkey Island, Legend, curse Enchantia, Shadow Beast, Ishar, Body Blows. Wanted: Monkey Island 2, Fate Atlantis, Flashback, King's Quest 6, Simon Sorcerer, Beneath Steel Sky. Also Amiga games £4.99. Send SAE to Dumbi Obiorah, 105 Gilmore Road, Lewisham, London, SE13 5AB.

Swap my Pinball Dreams, New Zealand Story, F! Grand Prix, Syndicate, for Ashes of Empire, Alien 3, Crazy Cars 3, Cybercon 3, Dexteros, Elite. Floor 13, Gold of the Aztecs, Head over Heels, Historyline, Laser Squad, Kult, Sentinel, Storm Master, 1869, Gem'X'. Phone Allan Brown on 071 793 1185.

For sale or swap: Ultima V and New Zealand Story for Fury of the Furries. Must be boxed and in good condition. Phone Gareth Croker on 051 625 2907.

Swap: John Madden's, Desert Strike, Sensible Soccer, Moonstone, Striker, Jimmy White's Snooker, Epic, Hero Quest, for: Pinball Fantasies, Superfrog, Dark Seed, Mortal Kombat or others considered. Phone Mrs. A Hemsley on 0670 522079.

Swap: Frontier (Elite 2), for either Dune 2, Soccer Kid, Brutal Sports Football, or The Settlers. Swap Oscar (A1200) for either Lost Vikings, Syndicate Data Disk or Overdrive. Other offers considered. Write to Mr. C. Lann, 15 Black Hamlet, Ipswich, Suffolk, IP3 8AH.

For sale: games £5 each: Kick Off 2, Monkey Island, Wings, Indiana Jones 2 The Fate of Atlantis, Midwinter II, Special Forces, F-19 Stealth, Fire Force, Chuck Rock, Operation Stealth, Police Quest I and II, Sabre Team, Navy Seals, Rocket Ranger, Supercars II, Robin Hood, Lemmings, Last Crusade and more. Phone Jeremy Wadia on 081 398 6959.

Swap: Spacehulk, Champ Manager 93, Shadowworlds, Arabian Nights, Midwinter 2, Humans, Reach Skies, Lemmings 2, Syndicate, PGA Tour Golf, EOB 1+2, Powermonger, Sabre Team. Wanted: Frontier, Mortal Kombat, Settlers, Hired Guns, DM/M+M2/3, Skidmarks, Fury of the Furries, Mag-Scrolls, C-Fodder, Waxworks, Perfect General, Zool 2. Phone Ryan Hooper on 0269 597380.

Boxed Jurassic Park and Dreadnoughts, £15 each. Mint condition, unwanted gifts. Write to Paul Hirst, 3 hartopp road, Arbourthorne, Sheffield, S2 3L9.

Amiga PD, sell or swap. Send disk and SAE to Darren Noyce, 35 Sackvylle Street, Debenham, Stowmarket, Suffolk, IP14 6RJ.

Amiga contacts wanted. Send disks or list. 100% reply. Beginners welcome. write to Kieron Stancombe, East View, Buckland Brewer, Bideford, Devon, EX39 5LR.

Will swap Dennis boxed, unwanted gift for Rainbow Islands and/or Chuck rock. Phone Lindsey Holt on 0482 794 209.

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Wanted: manual for Interword word processor. Contact Mick Nutt on 0524 413191 after 6.30 PM weekdays and all day weekends.

I will swap my Striker, Transwrite and GFA Basic for Tearaway Thomas, Wizkid and Global Gladiators. Phone Andrew Newport on 0803 873555.

Wanted: Moonstone. Will pay good price. Phone Lee Tsang on 0604 494576 after 4 PM.

Will swap: Megadrive, 4 games inc. Jungle Strike for Amiga 500, 600, 500+. Tel: Gary Johnstone on 031 551 1296 after 4 PM.

Amiga contacts wanted, latest games eg. Cool Spot, Bubba 'N' Stix etc. 100% reply. Write to James Vella, Villa Lesieux, 3 Guzeppi Frendo Street, Balzan, BZN 08, Malta.

Will sell: Epic, Terminator 2, Humans and Nigel Mansell for £50. Phone Benny Thomas on 0974 21222.

A1200 contacts wanted worldwide. 100% reply. Send lists/disks to Jon Karstenson, Harebakkveien 26, 1709 Sarpsborg, Norway.

Wanted: Warlords, Bandit Kings, Lords of Chaos, Fort Apache. Cash waiting, Phone Stuart Bailey on Southall 574 1371.

Amiga 600 with Citizen BW Printer, both immaculate, accessories, paper and software (2 games) included. £300. Ring Neil Terry on 0787 277662.

Amiga contacts wanted, reliable people only please. Phone Derek Wilson on 091 2861611 between 9AM and 9PM.

Wanted: Road Rash, Cannon Fodder, Desert Strike, Overdrive for Amiga A1200 please. Write to Arthur Morris (Jnr), 18 Ham Lane South, Llantwit Major, S. Glamorgan, CF61 1RP.

Wanted: Heimdall. Will swap Zool. Pinball Dreams, Black Crypt, Striker, Wing Commander, RBI Baseball 2. Phone Kim Pengelly on 0209 314508.

Swap: A600 game Micro Machines for Desert Strike. Phone John Clews on 0270 780056.

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I will swap: Lotus III for Syndicate or Sim City (Future Cities), only A500+. Phone David Chow on 0532 693164.

A1200 contacts wanted. PD / music samples. Write now with letters/disks to Mike Dickson, 7 Pettifer Way, High Wycombe, Bucks., HP12 3UH.

Amiga contacts wanted, 100% reply. Send disks/lists for swaps to C. Simms, 42 Tanfield Rd., Wrekenton, Gateshead, NE9 7AE.

IBM PC contacts wanted to swap games and utils. Also selling Doom, Gabriel Knight and Microprose Golf. 100% reply. Write to G. Carter, 39 Friars Way, Airdrie, ML6 9QU.

Contacts wanted. I have A600, want games at reasonable prices. Anything considered. Please send lists, will reply to all. Phone Keith Conway on 0400 230302.

Will sell or swap: Humans the Jurassic Levels. Used only once, unwanted gift. Phone Neil Fisher on Southampton 442806.

Wanted: female penpals between 14-16. I am male and 15. 100% reply. Write to Simon Coles, 37 Washbrook Close, Little Billing, Northampton, NN3 4AP.

Amiga contacts wanted. Everyone gets a reply. Write to Phillip Wade, 387 Stourbridge Road, Catshill, Bromsgrove, Worcs., B61 9LG.

A500 contacts wanted worldwide. All sendings get relies. Send lists/disks to Rohan Sawall, Lot 1, Arqniles Street, Ballarat, Victoria, Australia, 3350.

Amiga contacts wanted (sexy men preferred) oh dear. 100%reply. Write to Miss Vicky Smith, 53 Walsingham Close, Rainham, Gillingham, Kent, ME8 9SJ.

Swap: Lombard RAC, Desert Strike, Nicky Boom II, Prince of Persia, Buggy Boy, Monkey Island, Zool, for an Amitek external floppy disk drive (must be daisy-chainable, anti-click, anti-virus). Software worth £95+ for a £60 Amitek disk drive. Phone Jon Giddings on 0538 387 495.

Swap: Sensible Soccer, Final Blow, Kick Off 2, Stunt Car Racer, Populous, Vroom, Jimmy White's Snooker, Addams Family, Rainbow Islands, for an Amitek Daisy Chainable external floppy disk drive. Software is worth £110+ for £60 disk drive (all rated 90%). Phone J.L. Giddings on 0538 387 495.

Want A500+ Amiga contact penpal 9 years old. Must have at least 10 games, 500+ compatible. Phone Sam Kelly on 0934 876131.

For sale: Overdrive £10, Sabre Team £7,

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Turtles, Kick Off 2, Populous, The Winning Team, Smash TV, TNT 2, Terminator 2, Heroquest and Pit-Fighter all £5 each. Write to Chris Sullivan, 129 Great Whyte, Ramsey, Cambs., PE17 1HP.

For sale: Amiga 600, 10+ games still under years warranty. As new, forced to sell. £300. Phone Steve on 0932 851040.

Wanted: Dune II and Monkey Island II. Swap for: Syndicate, Elite II, Rainbow Islands, Leisure Suit Larry, Sleepwalker, Speedball II (all for Amiga). Phone Derek Sinclair on 0349 884019.

Wanted: Amiga 500 for around £150, or will swap Megadrive and 6 top games for Amiga 500, boxed instructions. Phone Anthony Gatrell on 05242 21853.

For complete solutions to lots of adventure and RPG games, send a SAE to 25 Penarth Rise, Mapperley, Nottingham, NG5, 4EE.

Swap Indy 4 for Monkey 2 and Monkey 1 for Pro Tennis Tour 2, Dune 2 or Settlers. Phone Neil Scarrott on 0602 620405.

I will swap: Zool, Streetfighter 2 or California Games 2 for Monkey Island 2. Phone Zac Evatt on 0533 640267 after 6PM.

Swap: Final Blow, Lombard RAC Rally, Buggy Boy, Night Breed for a Python QS137F joystick. Phone Jon Giddings on 0538 387495.

Swap: Populous, Kick Off 2, Vroom, Addams Family, Zool, Sensible Soccer, for an Amiga A500 Action Replay MK III. Software worth £80. Phone Jon Giddings on 0538 387495.

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Amiga contacts wanted. 100% reply. Send lists to Martin Kennedy, Bergoher STR 96, 44269, Dortmund, Germany.

Can you help with power scanner disk. Also instructions for Godfather and Top Banana games. phone Craig Docherty on 0702 420190.

Sell: Graham Gooch Cricket, Pacific Islands, £8 each. Reach for the Skies, £15. Will consider swap. Phone Mike Whittaker on 0792 844100.

I will swap: Putty, F1GP and Sim Ant for Jurassic Park or Body Blows. Phone David Primhak on 0742 302883.

Swap: Heimdall, Monkey Island, SimCity, Populous, for Cruise for a Corpse, History Line, The Settlers or other decent games. Phone Richard Harrison on 0654 712455.

Can you help? Please send me tips on Monkey island 2. Write to John Cox, 2 Holly Bank Road, Halton, Runcorn, Cheshire, WA7 2AW.

SNES for sale, 2 controllers, 4 games, all boxed, £200. Consider swap for CD32 mags free. Phone Keith Jones on 0495 772746.

For sale: Amiga 500, 1 Meg upgrade, external disk drive, stereo leads. desk and adjustable padded chair, over £400 of games mostly new. £350 ono, will split. Phone John Hayes on 0708 557732.

A600 contacts wanted, 100% reply. Male or female send disks/lists to Jim Mathison, Kleivaasen 15, 9438 Breivika, Norway.

Amiga contacts wanted, fast, reliable, anyone, any age. Send lists to Steve, 8 Porthdafarch Rd., Holyhead, Gwynedd, LL65 2RS.

AMOS contacts wanted. Are you an AMOS user? Then please contact me, 100% reply. Write to Paul Gumsley, 5 Lockton Road, Whitby, North Yorkshire, YO21 3NB.

Megadrive, 9 games, 16 mags. Games inc. M.K., Sensi Soccer, Sonic 2, games holder. Worth £430, sell £250 ono. Phone Neil Meikle on 0292 441119.

New A1200 owner needs any contacts/help. Male, 22 years old. Write to Chris Withey, 113 Southgate Road, Islington, N1 3JS.

For sale, 1 Meg A500+ with over £200 worth of the latest games, £300 ono. Phone Jon Linsey on 0299 896470.

Amiga contacts wanted in Cardiff, South Wales. Lists and swaps available. Don't miss out. Phone Christian Perks on 0222 484912.

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Swap: Chaos Engine AGA, Pinball Fantasies, Birds of Prey, F1GP, Civilisation, for Cannon Fodder, Campaign 2, Frontier, Tornado, or sell for £15 each. Phone Chris Keithley on 0473 658018.

Wanted: Amiga contacts worldwide, 100% reply. Lists/disks to Mr. Michael Murphy, 5 Regent Street, Weston Supermare, Avon, BS23 1SE.

I have Apidiya and Overdrive both boxed as new, £10 each, £18 both. Phone Matthew Graham on 0703 872417.

Commodore C64 for sale: £125 ono, with tape deck and boxed games, F-16 Falcon, Dambusters, Seuck, After-Burner and more. Phone Neil Robinson on 0260 273597.

Swap: Another World for any other good game. Also buy any Star Wars games. Phone Andrew Fisher on 0362 850706.

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Swap: Goal!, Elvira 2, Premier Manager for Adventure/management games. Write to John Valentine, 25 Arbor Drive, Burnage, Manchester, M19 1FX.

Amiga contacts wanted, 100% reply. Send lists and disks to Glen Canning, 35 Allison Road, Brislington, Bristol, BS4 4PW.

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